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Printed in USA
ISBN: 0-9706468-0-1

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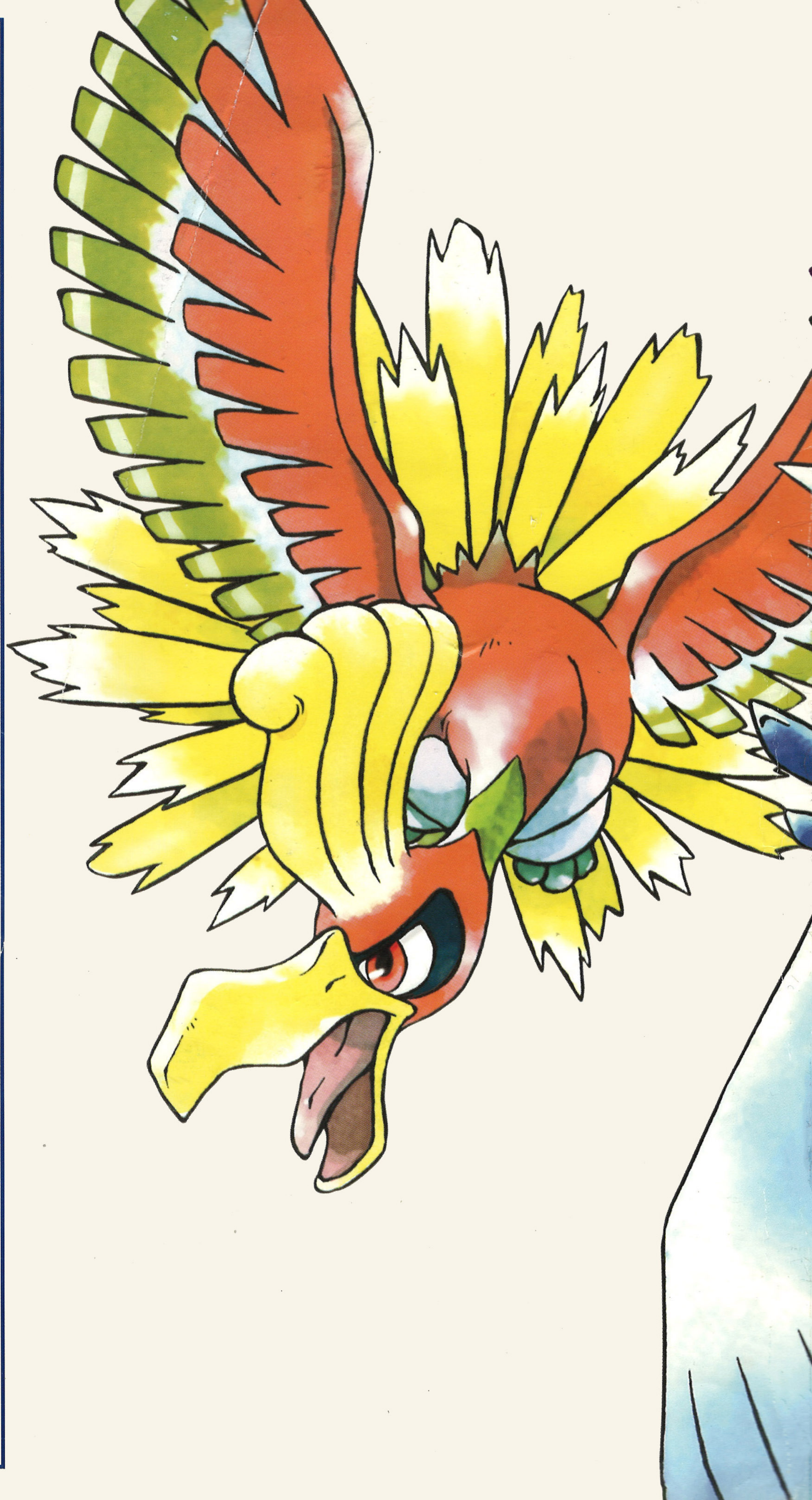

POKÉMON®

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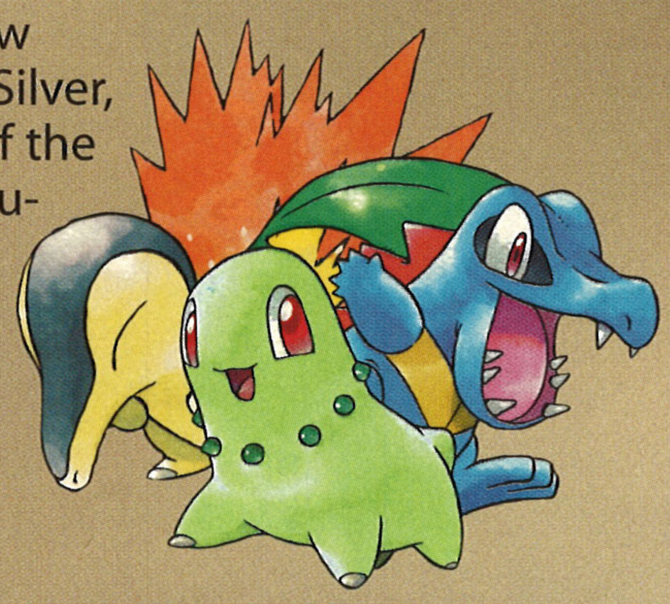
WHAT'S NEW IN GOLD & SILVER

The long awaited Gold and Silver versions of Pokémon are finally here! If you're new to the world of Pokémon, you may want to start by reading the game's instruction manual first. But if you've already mastered Red, Blue, or Yellow, this is a good place to start.

Scores of New Pokémon

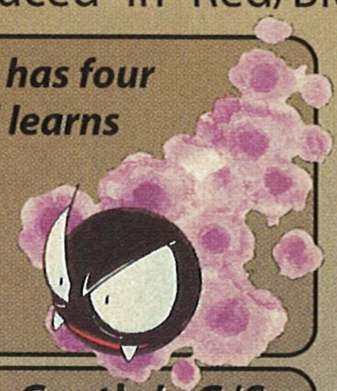
In addition to the 151 Pokémon from Red/Blue/Yellow, there are 99 new Pokémon in Gold and Silver, for a total of 250. Six of the new Pokémon are exclusive to each version (as are 4 old Pokémon), for a total of 93 new Pokémon in each version.



New Moves For All Pokémon

Some of the most exciting Pokémon in Gold and Silver aren't new at all! Virtually all of the Pokémon that were introduced in Red/Blue/Yellow have at least one new move, and most learn their best moves many levels earlier than they did before. These changes are almost all for the better, so in most cases you're better off catching new versions of your Pokémon than importing them from your Red/Blue/Yellow game.

Gastly, for example, has four new techniques and learns techniques like Hypnosis much earlier. See below for the full list.

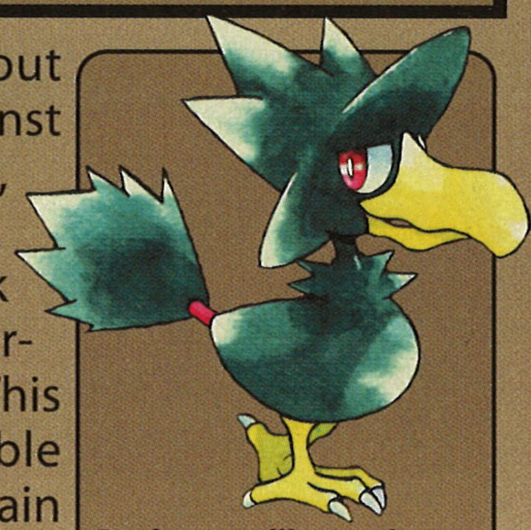


Gastly's R/B/Y Move List	Gastly's G/S Move List
St. Lick	St. Hypnosis
St. Confuse Ray	St. Lick
St. Night Shade	8 Spite
27 Hypnosis	13 Mean Look
35 Dream Eater	16 Curse
	21 Night Shade
	31 Confuse Ray
	39 Dream Eater
	48 Destiny Bond

Two New Pokémon Types

There are two new types in Pokémon Gold and Silver: **Steel** and **Dark**. In Red/Blue/Yellow, Psychic was an excessively powerful type, since it was strong against common Fighting and Poison-types but was really weak only to seldom seen Bug-type attacks. But now Dark has balanced out Psychic: It's both strong against it and resistant to its effects, and even many non-Dark Pokémon now have Dark attacks. Dark, in turn, is vulnerable to Fighting and Bug. This gives Fighting-type a double boost, since Dark keeps it main enemy (Psychic-type) in check, and is a new type that it's very effective against.

Steel-types like Steelix are weak to Fire, Fighting, and Ground, but resistant to just about everything else.



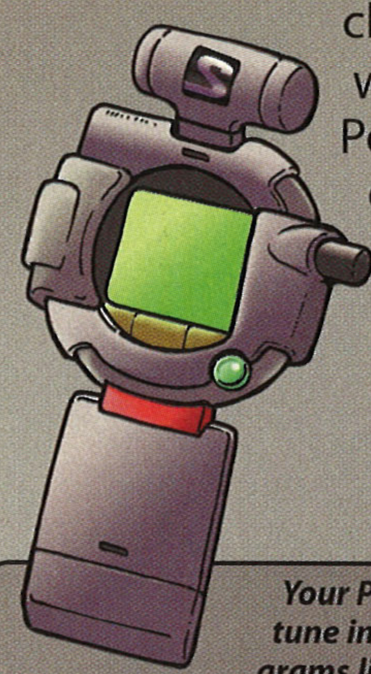
Dark-types like Murkrow are strong against Ghosts and Psychics, and weak to Fighting and Bug.

Steel has a much smaller effect on the game, since there are very few Steel Pokémon and Steel attacks. But it does provide some balance to Ice-types (which are vulnerable to Steel, as are Rock Pokémon), and it also makes Fighting, Fire and Ground Pokémon better, since they are the only types that can effectively penetrate Steel's defenses.

The New Pack and PokéGear

The new multi-compartment **Pack** in Gold/Silver separates your items by compartments: Items, TM's/HM's, Balls, and Key Items. This makes it possible to stay organized, and eliminates the need to constantly reorganize your inventory with the Pokémon Center PC's. A very handy item.

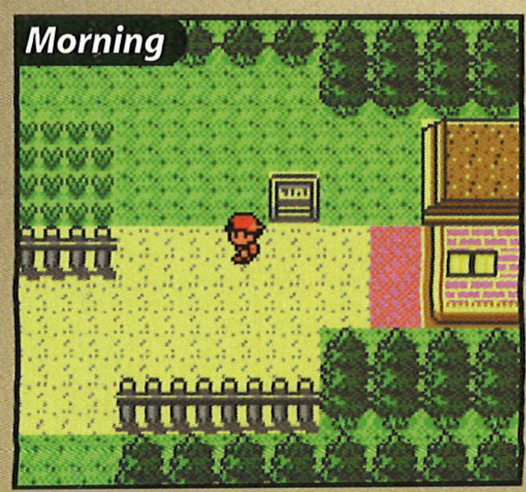
While the Pack is an upgrade, the **PokéGear** is all new. At the beginning of the game, it can be used only as a watch and phone, but as you get new expansion cards, you can add a Town Map and Radio Features. We'll cover these in more detail in the walk-through, but the phone aspect is particularly handy. When you defeat certain trainers, you can trade phone numbers. They'll then call you to chat, challenge you, or tell you when and where you can catch rare Pokémon! And if you get stuck, you can always call major game characters like Professor Elm or Bill for advice.

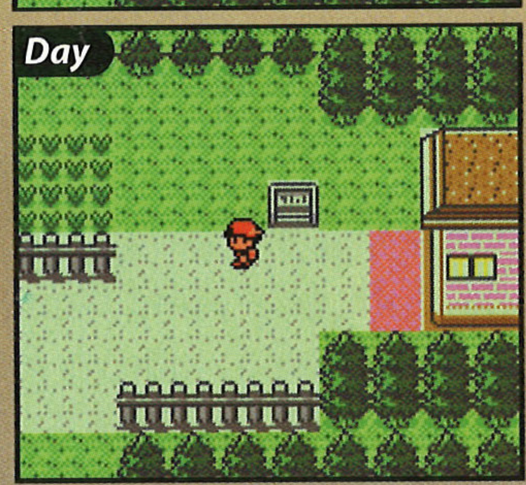


Your PokéGear can tune into radio programs like Professor Oak's Pokémon Talk. On this program, Prof. Oak and Mary discuss which Pokémon appear in which Routes.

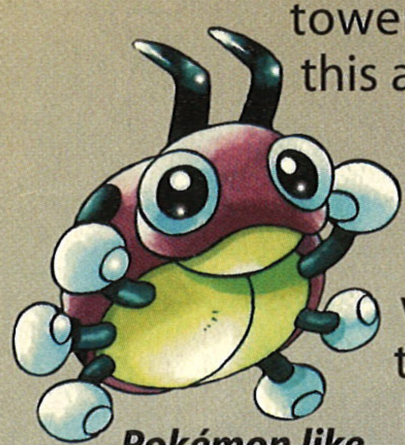
The Internal Clock

The biggest change in the world of Gold and Silver is the addition of Morning and Night, and the days of the week. The game does not keep track of any other date information, so there are no events that happen only in certain months, for example.



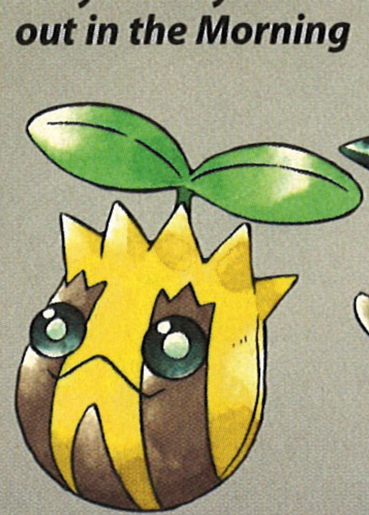


The Day Cycle -Virtually all shops and characters can be visited at any time of day or night. The main impact of the day cycle is in the Pokémon you encounter; You'll find different Pokémon in the same areas at different times of day. This is usually only true in outside areas, but there are certain caves, dungeons and towers where this also occurs.

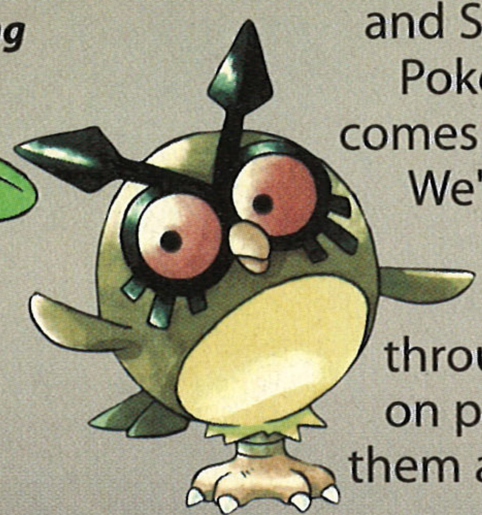


Pokémon like Ledyba only come out in the Morning

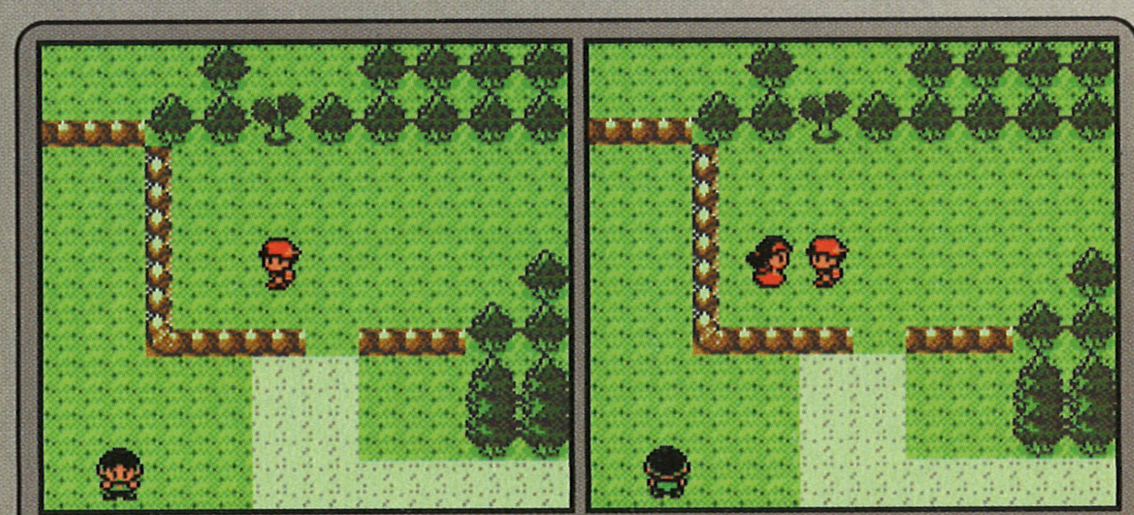
The Week Cycle - Some events happen only on certain days of the week. For example, there is a shop that is only open on weekends; a bug-catching contest that is held only on Tuesdays, Thursdays, and Saturdays; and a Pokémon that only comes out on Fridays! We'll cover each of these events in the walk-through (beginning on page 15) and list them all in a calendar in the back of the book.



Pokémon like Sunkern only come out in the Day



Pokémon like Hoothoot only come out at Night

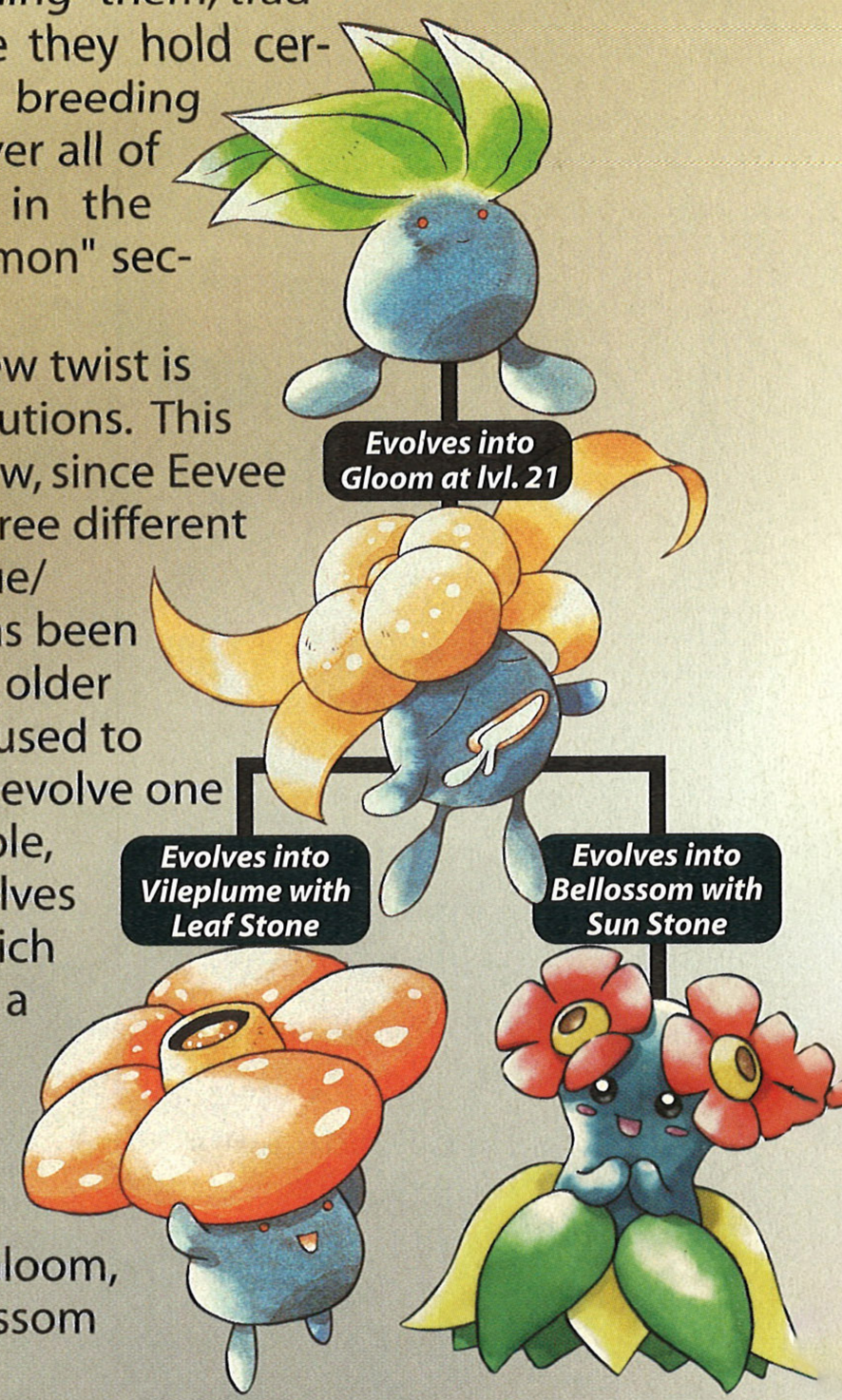


Certain characters can only be found one day out of the week. This field is empty every day but Tuesday, when Tuscany makes a rare appearance.

New Methods of Evolution

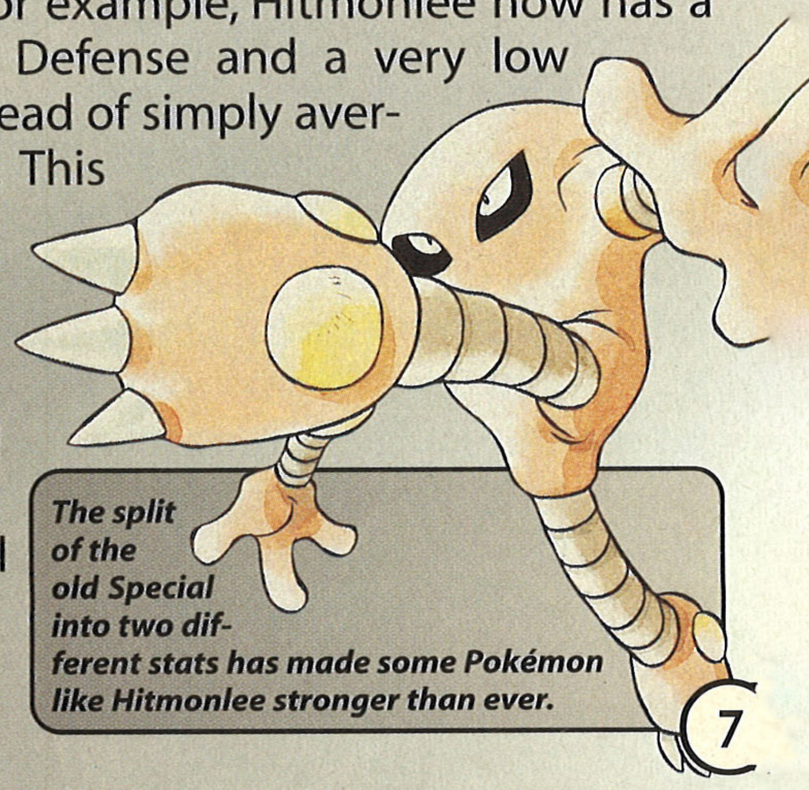
This is another massive change. In Pokémon Red/Blue/Yellow, you could evolve Pokémon in one of three ways: By leveling them up, by trading them, or by using Element Stones. Now there are three new ways: "Taming" them, trading them while they hold certain items, and breeding them. We'll cover all of this in detail in the "Evolving Pokémon" section.

One other new twist is multi-path evolutions. This actually isn't new, since Eevee could evolve three different ways in Red/Blue/Yellow, but it has been added to many older Pokémon who used to only be able to evolve one way. For example, Oddish still evolves into Gloom, which can evolve into a Vileplume with the Leaf Stone. But now you can also use a Sun Stone on Gloom, and get a Bellossom instead!



The New Special Defense Stat

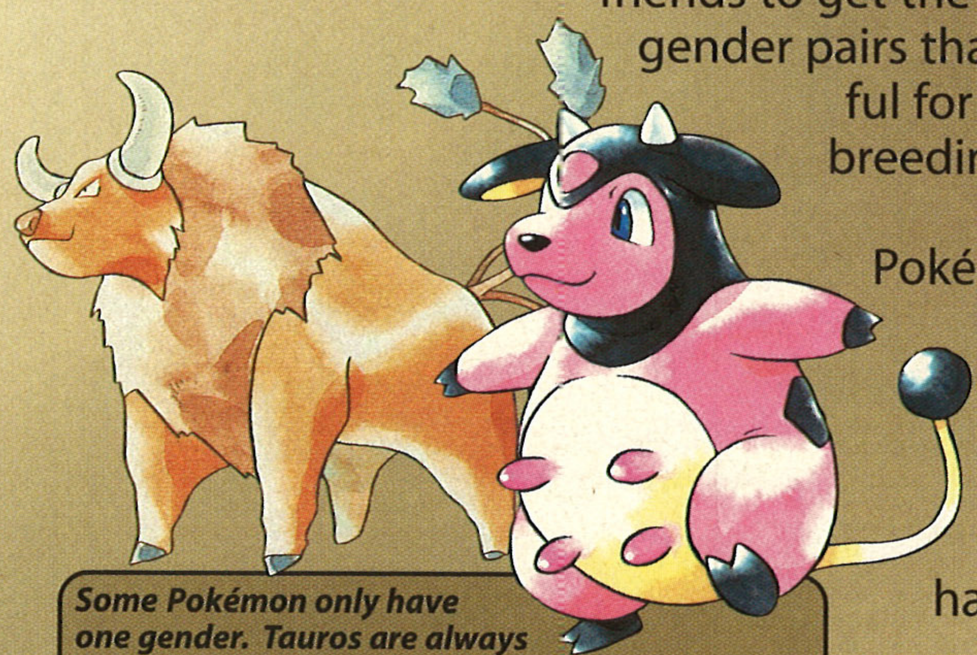
In Red/Blue/Yellow, there was a stat called "Special" that determined both the damage of a Pokémon's Special-type attacks and its defense against such attacks. That stat has now been broken up into two stats: Special Attack and Special Defense. We'll cover these more on page 13, but it's something to be aware of as you catch or import old Pokémon. This has had a big effect on the utility of some of the older Pokémon. For example, Hitmonlee now has a very high Special Defense and a very low Special Attack, instead of simply average scores in both. This is great news for Hitmonlee, since it has no Special Attacks, but can now better defend itself against its opponents' Special Attacks.



The split of the old Special into two different stats has made some Pokémon like Hitmonlee stronger than ever.

Most Pokémon Have a Gender

Just as there were male and female Nidoran in Red/Blue/Yellow, now there are Male and Female versions of (almost) every Pokémon. You'll find that most of the Pokémon in your game pack are of one particular gender, so it's easiest to trade with friends to get the opposite-gender pairs that are useful for Pokémon breeding. By the way, male Pokémon tend to have a higher Attack, while females have higher Defense.

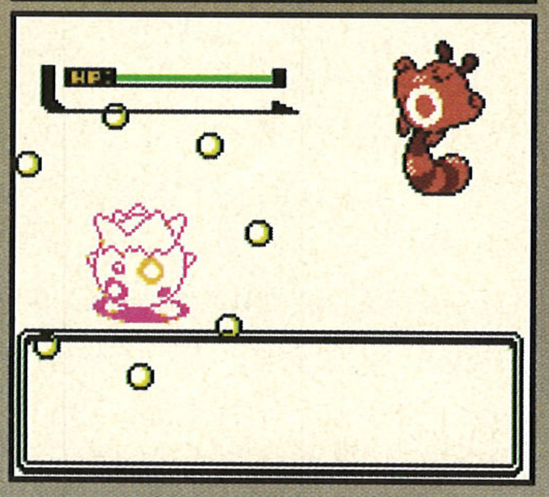


Some Pokémon only have one gender. Tauros are always male, for example; Miltank is the female version.

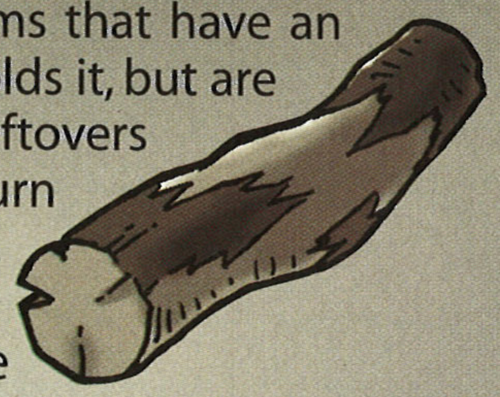
Pokémon Can Equip Items

In Gold and Silver, each Pokémon can hold one item. While they can be made to hold anything, there are two types of items that will actually help them out:

Berries - There are a ton of different Berries in Gold and Silver. The basic Berry automatically heals 10 HP when the Pokémon that holds it is wounded (and falls into the yellow zone). Other Berries will activate when the Pokémon holding them is Confused, Paralyzed, etc. Using a Berry does not cost that Pokémon a turn. You can also use Berries outside of battle, just like Potions or other items. Berries can't be bought, but you can find them in trees once per day, or in the possession of certain wild Pokémon.



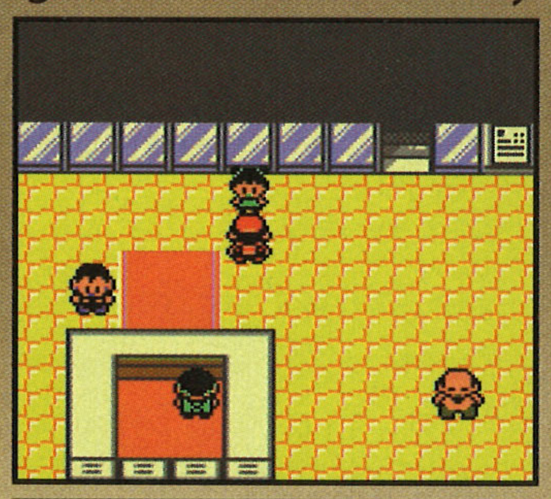
Hold Items - These are items that have an effect on the Pokémon that holds it, but are not used up. For example, Leftovers refills a little bit of HP every turn to the Pokémon that holds it. Other items, like Charcoal or the Pink Bow, strengthen the attack power of all techniques of a certain type (for example, Fire for Charcoal, and Normal for Pink Bow). Make sure to give these valuable items to the Pokémon they are best suited for!



New "Mystery Gifts"

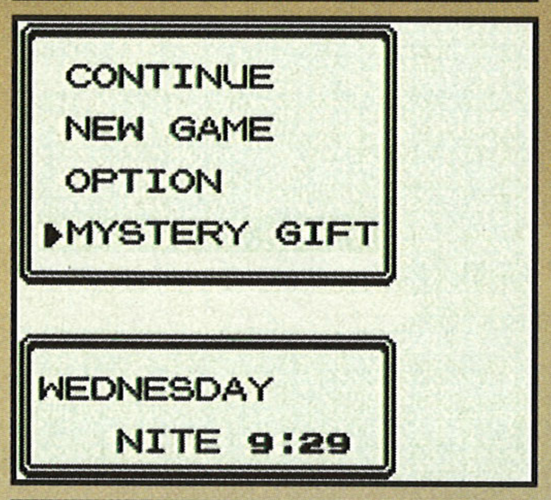
If you're playing on a Game Boy® Color, you can use this new feature to get up to five free, potentially valuable items a day! To activate this feature:

1. Play until you get to Goldenrod City (page 34), speak to the girl in the fifth floor of the Goldenrod Department Store (shown here), and save your game.



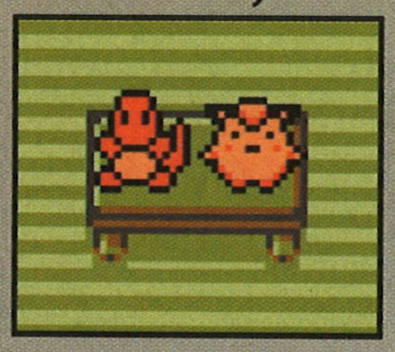
2. Find a friend who has done the same.

3. Place the infrared sensors of your Game Boy® Colors within a few inches of each other, and choose the "Mystery Gift" option from the initial menu that appears on power up.



4. You'll each receive an item randomly selected from the Mystery Gift list! You can do this with the same friend every day (but only once a day), or with different friends up to five times a day. You can also do it with a Pokémon Pikachu™ 2 GS, and as often as you like. But instead of being random, the item is based on the wattage of the Pokémon Pikachu™ 2 GS.

Many of the items you'll get this way are "decorations" that you can use to customize your character's room, like the dolls shown here. But you can also get valuable items like Elemental Stones this way.



And So Much More...

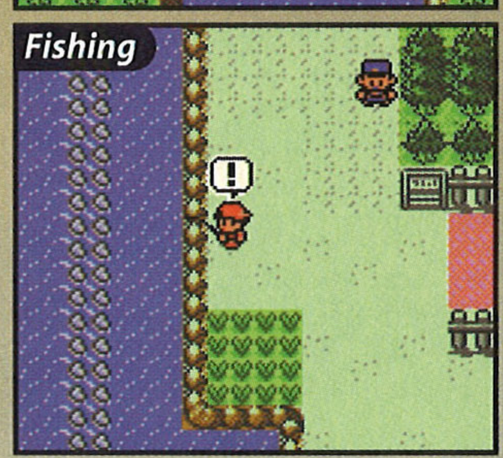
Where to begin? There are two new HM's (Whirlpool and Waterfall), dozens of new attacks, useful out-of-battle moves like Rock Smash and Headbutt, all new TM's, cool new items, alternative color Pokémon (see page 57), a mysterious (but non-threatening) Pokémon Virus, and much more! Experiment, discuss with your friends, and enjoy!

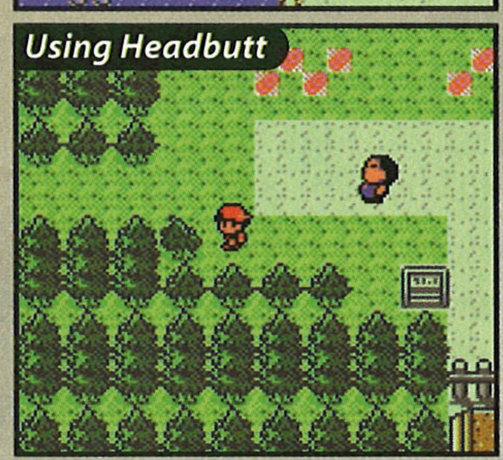
Catching Them All

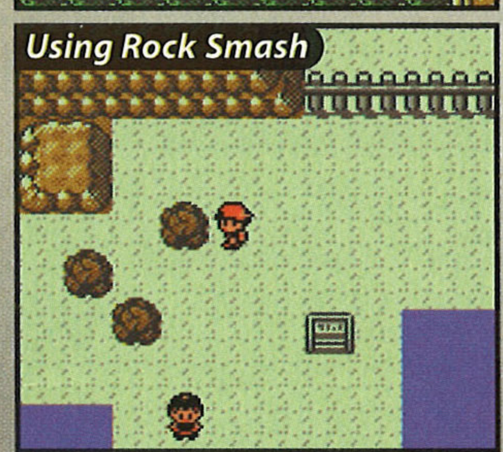
Catching Wild Pokémon

Walking in Grass

Surfing on Water


Fishing


Using Headbutt

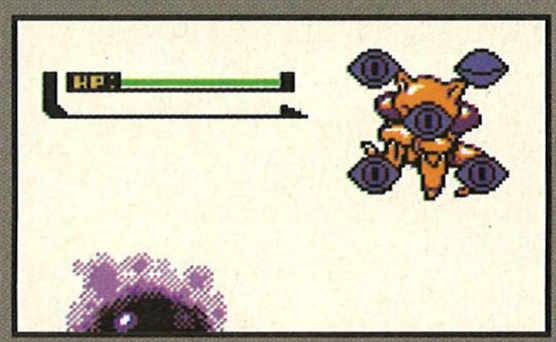

Using Rock Smash

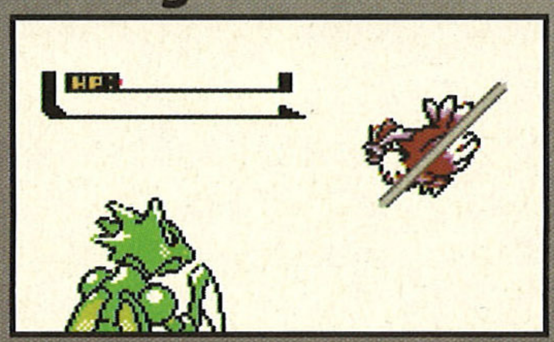
You'll get the vast majority of Pokémon by catching them in the wild. There are now five ways to get into random confrontations with Poké-mon: Walking in grass (or in dungeons), Surfing on water, fishing, Headbutt-ing small trees, and Rock Smash-ing rocks.

When you run into a Pokémon, the process is always the same: Weaken the Pokémon as much as you can without knocking it out, then try to catch it using a Ball. Paralyzing, Freezing, or putting a Pokémon to Sleep also makes them easier to catch.

There are a few new moves that will aid in your capturing of wild Pokémon. They include **Mean Look** and **Spider Web**, two identical moves that prevent Pokémon from escaping. This is invaluable against cowardly Poké-mon like Abra and Natu that attempt to escape as soon as the battle begins. The other is **False Swipe**, an attack that always leaves the opponent with one HP, getting it as close to fainting as possible without ever K.O.'ing it. With these three techniques at your disposal, wild Pokémon are a lot easier to catch!

Good Skills for Catching Pokémon

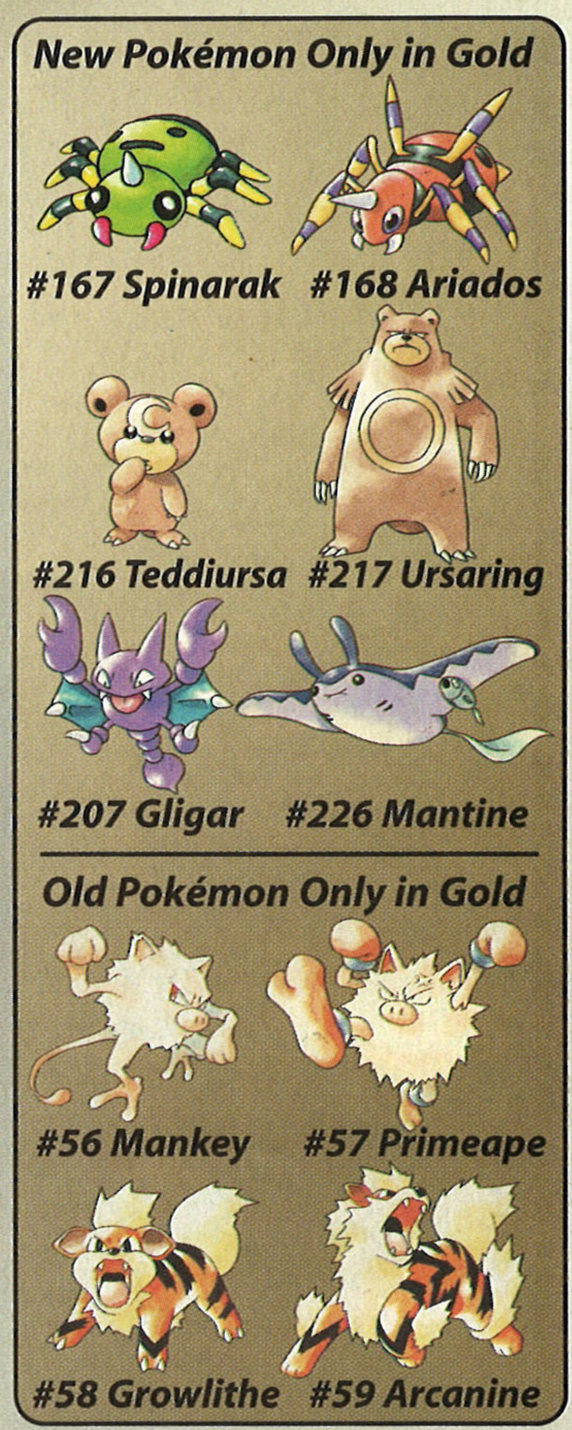

Mean Look keeps Pokémon like Abra from escaping, and stops certain escape moves like Teleport (but not Roar).

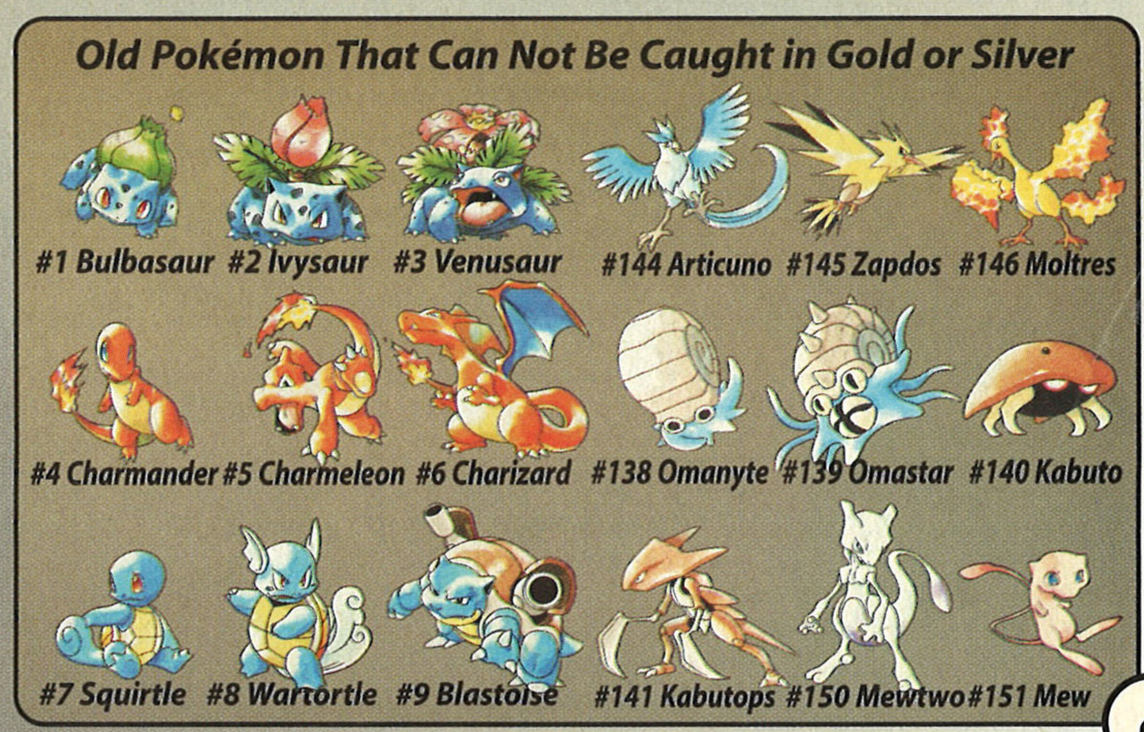

False Swipe will (eventually) reduce a Pokémon down to 1 HP, but never K.O. it. Even weak balls can capture 1 HP Pokémon fairly easily.

Trading for Pokémon

You can't catch every Pokémon in every version. There are ten Pokémon that exist only in Gold and ten that exist only in Silver (four of each set, however, can be traded from Red/Blue/Yellow). To get these Pokémon, you'll need to trade with someone who has the other version.

When you trade a Pokémon with someone, they still get credit for having caught it, so you may want to trade with friends for rare Pokémon like Porygon, the other two starters, the other two "Hitmons", and the hard-to-catch Legendary Pokémon (see page 44).





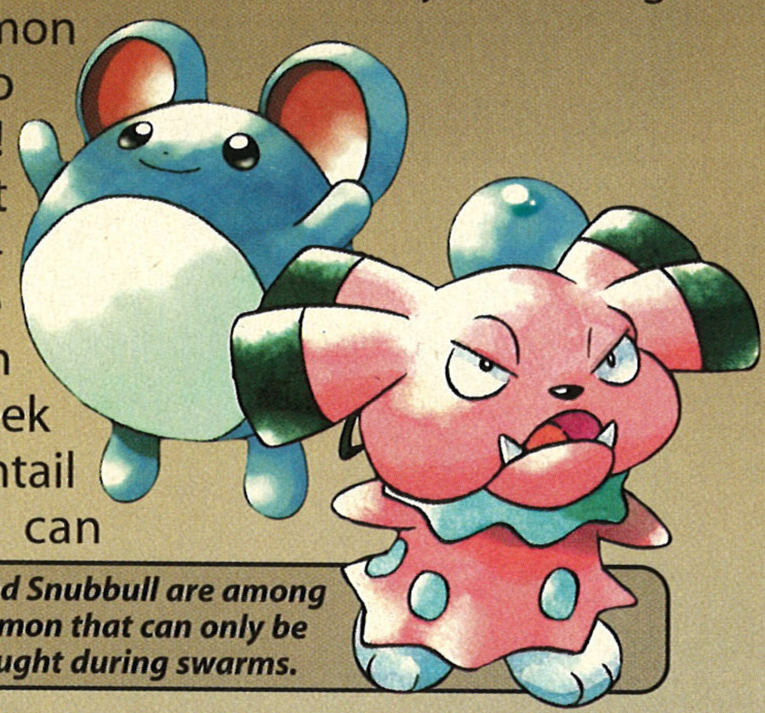
Using the Time Capsule

Even if you diligently trade between Gold and Silver, you'll be missing some Pokémon. That's because not all of the Pokémon from Red/Blue/Yellow appear in Gold and Silver (see the list on the bottom of page 9). To complete your Pokédex, you'll either have to trade for these Pokémon from a friend's Red/Yellow/Blue game or bring them from your own.

That means using the **Time Capsule**. When you enter Ecruteak City (see page 42), the Time Capsule in each Pokémon Center will be repaired, and you can begin trading across time. But there are conditions: You can't trade any new Pokémon (number 152 and up) into Red/ Blue/Yellow, nor can you trade a Poké-mon that knows a new move. So you'll mostly end up trading freshly caught, low-level Pokémon.

Pokémon "Swarms"

If you're patient, you can finally say goodbye to the days of wandering aimlessly through tall grass in the hopes of running into a super-rare Pokémon. There are only a handful (six, to be exact) of these super-rare Pokémon in Gold and Silver, and there's now a smarter way to catch them. Simply beat certain trainers as you progress (they'll be noted in the walk-through), and they'll offer to trade phone numbers with you. Accept, and eventually they may call to inform you that a certain area is suddenly swarming with a certain Pokémon that had been too rare to catch earlier! No one knows what makes these Poké-mon suddenly come out in force for an hour or two every week or so, but if you hightail it over there, you can catch one easily!



Marill and Snubbull are among the Pokémon that can only be easily caught during swarms.

Evolving Your Pokémon

Leveling Up Pokémon

Most Pokémon evolve into new forms as they gain experience. Since EXP can only be gained in battle, you'll need to spend many hours using your Pokémon in battle to evolve them. Pokémon that have evolved by level can occasionally be found in the wild, but they tend to be rarer and harder to catch than the base forms. They're also likely to be weaker than Pokémon hand-raised from the lowest form of evolution.

You can prevent any Pokémon from evolving this way by pressing the B Button on the evolution screen. Since evolved Pokémon learn techniques more slowly than their unevolved forms do, it sometimes pays to be patient and not evolve them until you're ready. But be aware that some Pokémon can only learn moves if you let them evolve immediately! And of course, the boost in strength most Pokémon enjoy when they evolve is pretty tempting too.

New Pokémon like Mareep, Flaaffy (at level 15) and Ampharos (at level 31) evolve the old-fashioned way. Don't delay the process, or Ampharos will never learn its level 31 move, Thunder Punch!

Evolving With Stones

Thunder Stone
- #26 Raichu (from Pikachu)
- #135 Jolteon (from Eevee)

Fire Stone
- #59 Arcanine (from Growlithe)
- #38 Ninetales (from Vulpix)
- #136 Flareon (from Eevee)

Water Stone
- #62 Poliwrath (from Poliwhirl)
- #91 Cloyster (from Shellder)
- #121 Starmie (from Staryu)
- #134 Vaporeon (from Eevee)

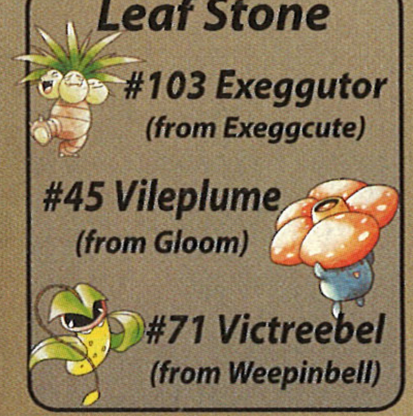
Many Pokémon evolved with stones in Red/Blue/Yellow, and all of these Pokémon (listed here) still evolve the same way. The only problem is that Elemental Stones are very rare in Gold and Silver, so you're better off importing these Pokémon from your old game whenever possible.

The **Sun Stone** is the only new stone in Gold/Silver, and fortunately, it isn't so rare. You can earn one every time you win the Bug Catching Contest (see page 40), and use it to evolve your Sunkern and Gloom. There are no new Pokémon that evolve with the Thunder, Fire, Water, Leaf or Moon Stones.

Moon Stone
- #31 Nidoqueen (from Nidorina)
- #34 Nidoking (from Nidorino)
- #36 Clefable (from Clefairy)
- #40 Wigglytuff (from Jigglypuff)

As before, Pokémon that evolve with stones may lose their ability to learn certain techniques. But this

Leaf Stone



#103 Exeggutor (from Exeggcute)

#45 Vileplume (from Gloom)

#71 Victreebel (from Weepinbell)

problem isn't as severe as it was in Red/Blue/Yellow, when most Stone-evolved Pokémon couldn't ever learn any new moves! You may be surprised to find even your imported, stone-evolved Pokémon like Arcanine and Ninetales suddenly learning a decent late-game technique or two.

Sun Stone

#192 Sunflora (from Sunkern)

#182 Bellossom (from Gloom)

Trading Pokémon

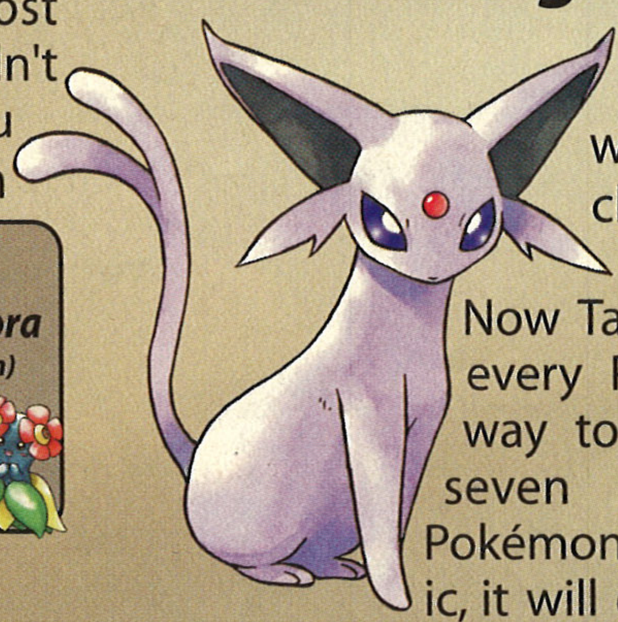
As in Red/Blue/Yellow, **Alakazam**, **Machamp**, **Golem** and **Gengar** can only be acquired by trading their second stage evolutions. These final evolutions never appear in the wild, so if you can't find someone to trade them to, you'll never get your hands on them. Unlike Pokémon that evolve with Stones, traded Pokémon learn the same techniques as unevolved ones, and at the same rate, so there is no reason not to trade them off as soon as you can.

Trading With Items

Several new Pokémon in Gold/Silver also evolve by being traded... but only if they're holding the right item! For example, if your Slowbro is holding a King's Rock when you trade it to a friend, your friend will end up with a new Pokémon, Slowking. Many of these traded Pokémon learn different moves at different levels. For example, only Slowking can learn Snore, and it will learn Psychic six levels sooner than Slowpoke, but it will not be able to learn certain Slowpoke moves like Amnesia and Withdraw. But in almost all cases, your best bet is still to trade as soon as possible.

Slowpoke becomes Slowbro at level 37, and after that you can trade it with the King's Rock to evolve it into Slowking.

Evolving by Tameness



Pure Psychic Espeon (#196)

The concept of "Tameness" was introduced in Yellow, where your Pikachu would change its facial expression based on how you treated it. Now Tameness is a hidden stat for every Pokémon, and it's the only way to get the evolved forms of seven Pokémon. When your Pokémon becomes positively euphoric, it will evolve the next time it goes up a level. Be forewarned: Making a Pokémon tame enough to evolve takes days of constant pampering.

This process is how you can get Espeon and Umbreon, the two new Eevee evolutions. You get Espeon if your happy little Eevee evolves during the morning or day, and Umbreon if it evolves at night.

Pure Dark Umbreon (#197)

Things that improve your Pokémon's Tameness include:

- Using it in battle
- Leveling it up
- Giving it items to hold
- Using healing items on it
- Taking it to the Goldenrod Pokémon Salon (p. 36)

Things that worsen your Pokémon's Tameness include:

- Leaving it in a PC Box
- Using "Bitter" items on it
- Not healing it when sick or wounded
- Leaving it in the Fainted condition

This woman in Goldenrod City (see page 34) will say different things depending on the mood of your Pokémon. If she says "It really seems to trust you," you know it will evolve soon!

Some Notes About Trading

Trading is an important part of Pokémon. But keep in mind the following things when you trade:

•You DO keep Pokédex registration for having caught a Pokémon after you trade it. So by trading a Pokémon to a friend, you both get credit for having caught it, regardless of whether he/she trades it back or not.

•You do NOT get Pokédex registration for the earlier evolutions of traded Pokémon. So if your friend trades you his/her Meganium, you'll still be missing Chikorita and Bayleef. When trading rare Pokémon that evolve, trade them (and then trade them back if necessary) at every stage of their evolution.

•You'll need the appropriate Badge to control traded Pokémon. If you think you can streak through the game with your old Mewtwo, you'll be in for a nasty surprise when it just falls asleep at the start of every battle. Each Badge increases (by around 10) the level of Pokémon you can control successfully, so don't try to get ahead of things. If you're determined to cheat, you can trade your Pokémon to a friend and have him/her teach it TM's and HM's you don't have yet, and then trade them back.

•Traded Pokémon gain EXP quicker, by about 50%, so trading back and forth is a good way to level up Pokémon quickly. But beware: Traded Pokémon get fewer stat points each time they level up.

Breeding Pokémon

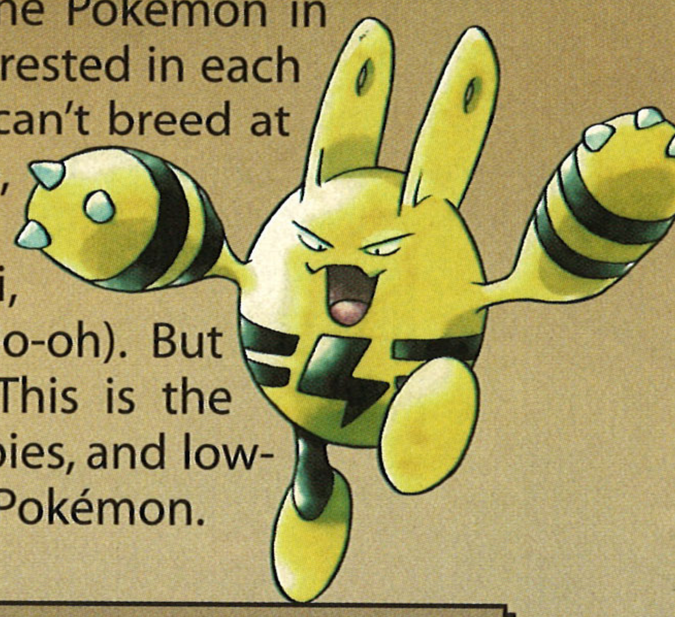
New Baby Pokémon!

Not only can you use the new breeding system to get multiple copies of desirable Pokémon like Eevee, but it's also the *only* way to get a bunch of new "baby" Pokémon like Elekid and Pichu.

To breed a Pokémon, you need to bring a pair of opposite gender Pokémon to the Day-Care (see page 32) and leave them in the care of the elderly couple. If the two Pokémon get along, you may come back and be presented with an egg by the old man. Walk around with that egg for a couple of hours, and eventually it will hatch into a level 5 Pokémon.

For example, to get an Elekid (shown to the right), you'll first need to capture full grown Electabuzzes. Ideally, you'll get a pair, but that isn't necessary. You could breed a single Electabuzz with a similar Pokémon of the opposite gender (try ones of the same type, like Pikachu and Mareep, or Pokémon that look physically similar, like Magmar), but the Pokémon that hatches may be of *that* species. So your other option is to throw in a Ditto: It can breed with almost anything of either gender!

Some Pokémon pairs just won't breed, no matter how hard you try (talk to the Pokémon in the pen to see if they're interested in each other), and some Pokémon can't breed at all (that includes Mewtwo, Mew, the Legendary Birds from Red/Blue/Yellow, Entei, Raikou, Suicune, Lugia and Ho-oh). But definitely do experiment... This is the only way to get the new babies, and low-level versions of most other Pokémon.



Raising Champion Pokémon

Start With a Strong Pokémon

Any two Cyndaquil will learn the same moves at the same levels, but they may have significantly different strengths. Start a game, pick your starter, check out its stats, and then restart and pick the same Pokémon again. Odds are that at least one or two of its stats will be a bit higher or lower than they were before. So sometimes it pays to catch a number of the same Pokémon, since some will be faster, some will be stronger, some will be tougher, and some will simply be weaker in all categories. In fact, two Pokémon of the same species differ from each other *more* in Gold and Silver than they did in Red/Blue/Yellow. If you're trying to raise a champion, start with champion material.

It's also important to start with a Pokémon of the lowest level possible. A level 20 Flaaffy that you evolved from a level 5 Mareep will be much stronger than a level 20 Flaaffy in the wild. Wild Pokémon may also have lost useful moves as they've grown–a wild Kakuna only knows how to Harden, but one you raised from a Weedle will remember how to use Tackle and String Shot.

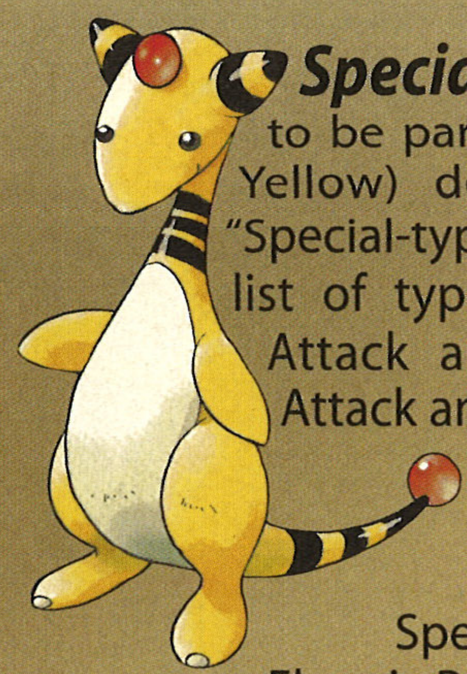
If you really want to raise tournament class Pokémon, breed them! Pokémon raised from eggs will grow into even higher stats, and may learn techniques they couldn't learn otherwise.

What the Stats Mean

Attack - This stat affects the amount of damage your Pokémon deal when they use an "Attack Type" attack (see the chart below). It's important to remember that your Attack score has no bearing on Special attacks (Fire, Water, Psychic, etc), so if your Pokémon uses mainly those types of moves, its Attack doesn't matter at all. This is the stat to watch for Flying, Fighting and Normal-type Pokémon (like Stantler).

Attack-types
- Normal
- Fighting
- Flying
- Poison
- Ground
- Rock
- Bug
- Ghost
- Steel

Defense - This is an important stat for all Pokémon. Like most Rock Pokémon, Sudowoodo (to the right) has a very high Defense score, so most "Attack-type" attacks will barely scratch its varnish. But no amount of Defense will save Sudowoodo from a "Special-type" attack. And since its Special Defense is so low, even a weak Water attack would pose a serious threat.

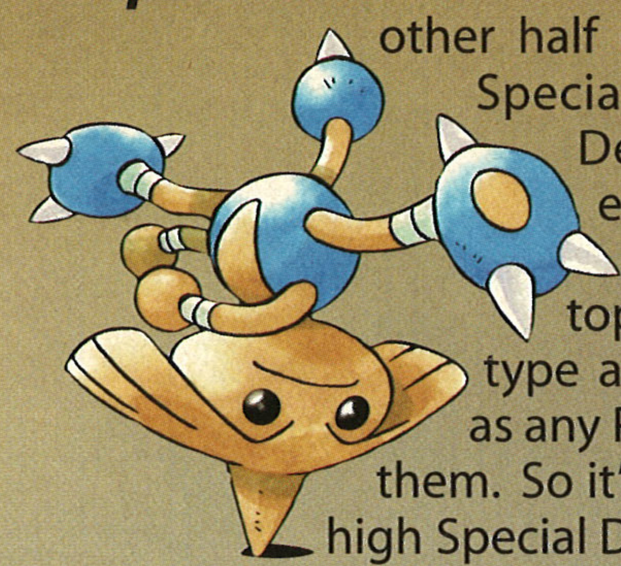


Special Attack - This stat (which used to be part of the Special stat in Red/Blue/Yellow) determines how much damage "Special-type" attacks do. See below for the list of types that are affected by Special Attack and Defense instead of regular Attack and Defense.

Ampharos here is slow, but it has a very high Special Attack for an Electric Pokémon, which is exactly what it needs. But this stat is meaningless for Pokémon without "Special-type" attacks.

SPECIAL-TYPES
Fire
Water
Ice
Electric
Grass
Psychic
Dragon
Dark

Special Defense - This is the other half of the old Special stat, and like regular Defense, it's important for every Pokémon to have a good score here. Hitmontop may not know any Special type attacks, but it's just as likely as any Pokémon to be the target of them. So it's a good thing it has such a high Special Defense!



Speed - Players who know how to match types to maximum effect (see next section) know that most battles don't last longer than 2 or 3 rounds. That's all the time it takes to bring out a Pokémon that's good against the opponent's type, and wipe it out. If that's the way you play (and it should be), there's no more important stat than Speed. While many of the new Pokémon in Gold/Silver are stronger than their Red/Blue/Yellow counterparts, only a few of them (like Sneasel here) have great Speed.

Pick the Right Moves

Pokémon can naturally learn up to 12 moves, and with TM's and HM's, some can learn nearly 50! The only problem is that they can only know four at once, and once they've forgotten one, it's gone forever. So plan carefully which moves you want your Pokémon to have; just because a move is learned at a higher level doesn't mean it's better than one you already have. Check the Moves Appendix in the back of this book for detailed descriptions of each new move before you agree to learn it, so you don't accidentally cripple your Pokémon by replacing a move you need with something less effective. Make sure each Pokémon always has at least two damage-dealing attacks, and at least one with 10-20 (or more) PP.

Using the Right Type

What the Conditions Mean:

POISON - You lose HP each turn in battle, and every 4 steps out of battle

PARALYZE - Your moves fail 50% of the time, and speed is greatly reduced.

BURN - You lose HP each turn in battle, but not outside. Attack is reduced.

FREEZE - The Pokémon can't attack. It will unfreeze if hit by Fire, or at the end of battle.

CONFUSE - The Pokémon will attack itself 50% of the time. Clears up when you switch Pokémon.

FLINCH - If you "Flinched" before your attack, you can't attack this turn.

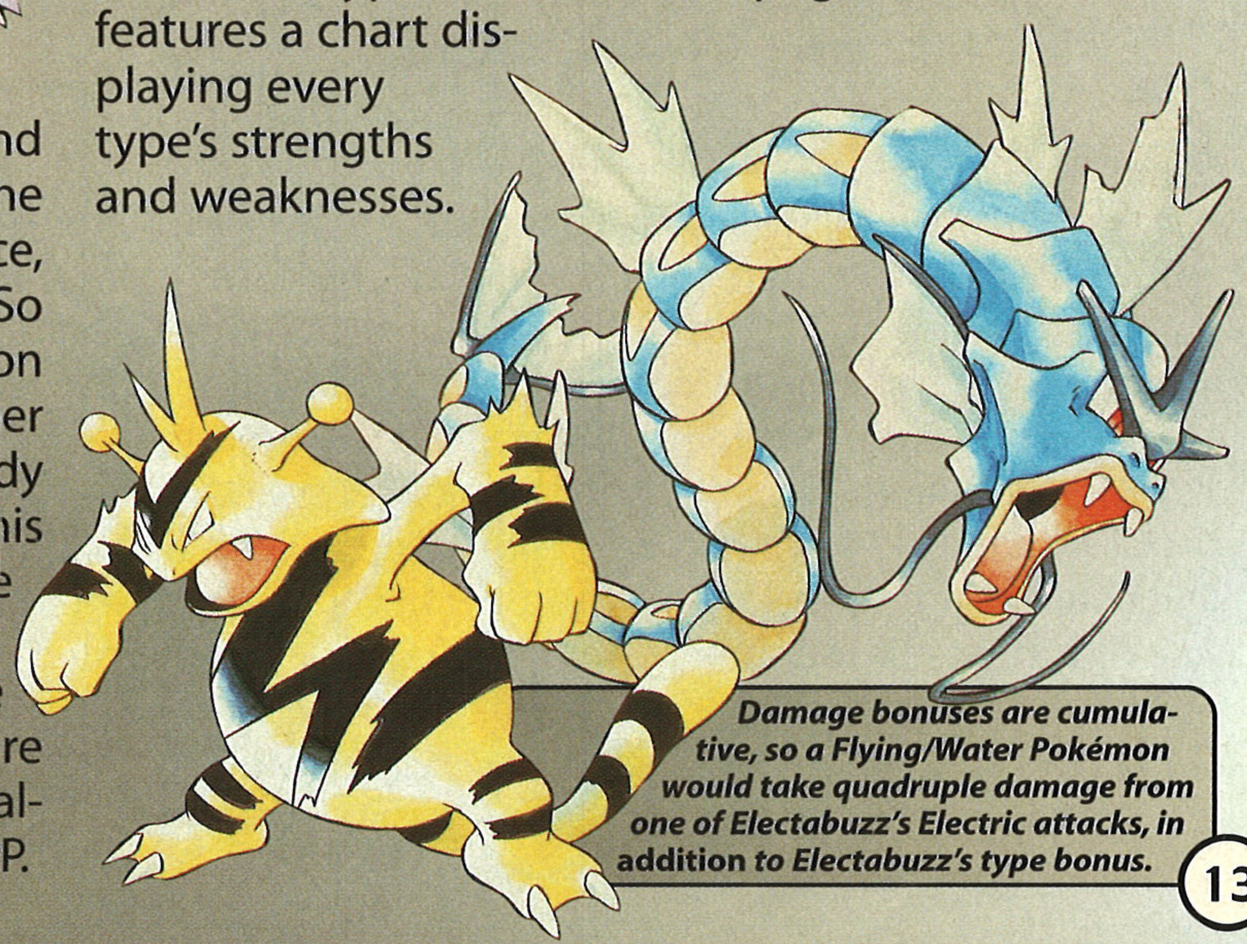
FAINTED - Your Pokémon cannot be used in battle until Revived.

Perhaps each Pokémon's most important attribute is its type. As we've mentioned before, each Pokémon gets one or two types, like Electric, Psychic, Normal, etc. Each type means three things:

- That Pokémon gets a 50% bonus when using a damage-dealing move that matches its type (this is NOT true for Normal moves). If the Pokémon has two types, it gets a 25% bonus instead.
- That Pokémon is now vulnerable to certain types (for example, Fire-type Pokémon will take double damage from Water-type attacks).
- That Pokémon is now protected from certain attack types (for example, Ground-type Pokémon cannot be damaged by Flying-type attacks, and will take only 1/2 damage from Poison and Rock attacks).

Remember that your Water-type Pokémon only has an advantage against Fire-type opponents if it's using Water-type attacks. Many Pokémon, like Rhyhorn, have types (Ground and Rock) that they never learn any attacks for (although they can learn Rock and Ground attacks with TM's). It's important to remember that types hurt your Pokémon as well as help: With no ability to take advantage of the weaknesses to Ground and Rock types other Pokémon may have, Rhyhorn may actually have been better off simply being Normal-type.

As you play, you'll learn which types are good against which other types. Pokémon is like a big game of Rock-Paper-Scissors, except now it has 17 different types. The last page of this book features a chart displaying every type's strengths and weaknesses.



Damage bonuses are cumulative, so a Flying/Water Pokémon would take quadruple damage from one of Electabuzz's Electric attacks, in addition to Electabuzz's type bonus.

How To Use This Guide

Section Divider and Map

We have divided the quest into 11 sections, lettered A-K. This is the third part of section C, the Union Cave. The map to the right shows the area surrounding it.

Pokémon Trainer Rosters

Whenever possible, we list the names and rosters of each of the trainers you'll face on your quest. Match the number of each trainer to its spot on the map, and you can get a good idea of whether it's a battle you can win, and which Pokémon you should start with. If it looks too tough (or it just doesn't pay enough) you can simply try to avoid that trainer. The colors differ for each area: Green for field trainers, grey for dungeon trainers, blue for gym trainers.

3	Benjamin ₽512
Diglett	Level 14
Geodude	Level 14
Dugtrio	Level 16

Indicators on the Area Map

Red and white bubbles like Great Ball list the items that can be found in the Poké Balls on each map, so you know if they're worth the detour. Small letters like Ⓐ tell you where each staircase leads, and large ones like C will direct you to text comments elsewhere on the page. Numbers like ③ mark the locations of trainers you can fight.

Pokémon Profiles

The first time each basic (unevolved) Pokémon appears, we have a profile telling you a bit about them. The page numbers in the corner refer you to their PokéDex entry for more information.

Appearance Ratio Charts

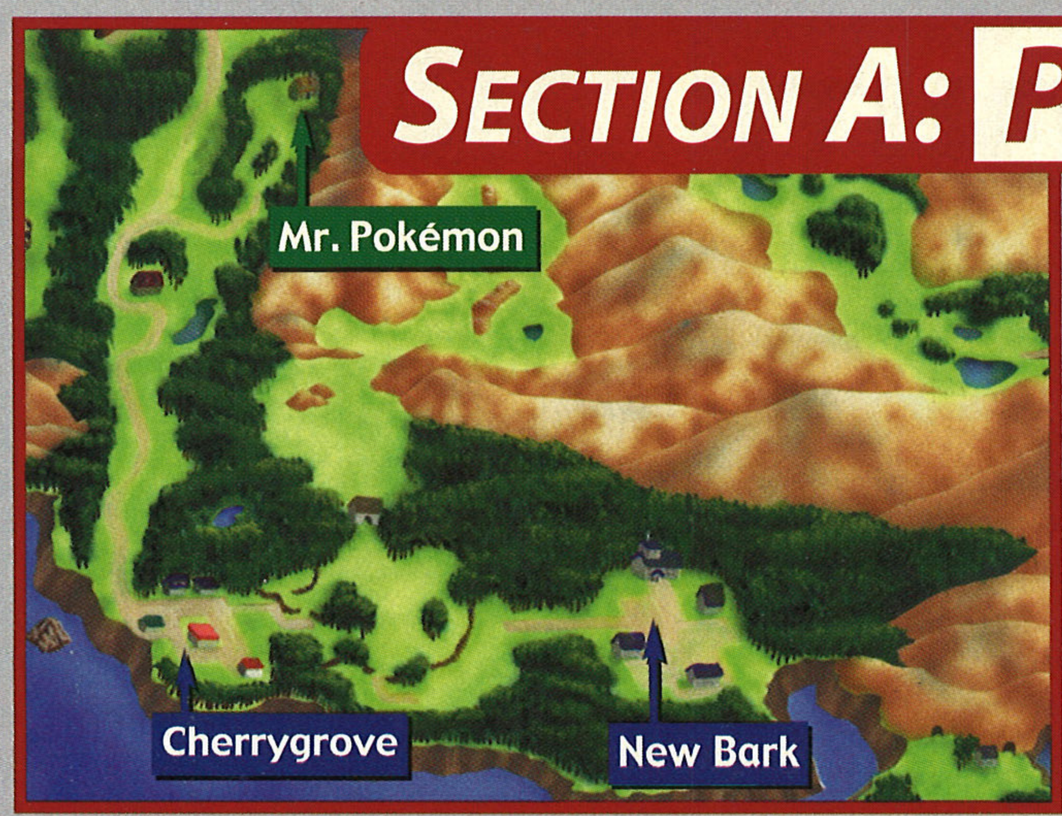
For every area in which wild Pokémon appear, we have an appearance ratio chart that shows what Pokémon you can find and when they appear. If the same Pokémon appear in both versions, the bars are white, as in the chart to the right. When they differ, there are separate charts for Gold and Silver (see above). These charts are further divided into Morning, Day, and Night columns.

The dark blue bars show which Pokémon appear while you're Surfing in water areas. The light blue charts (like above) show which Pokémon can be caught with which fishing rods. These are not divided by day and night, since there are rarely any differences for fish.

The percentages, which reflect the odds of running into each Pokémon in any random encounter, are based on our extensive testing, and are not official statistics. Your Pokémon-catching experiences may differ.

Cave B2 (Both Versions)	Morning	Day	Night
Natu	88%	88%	88%
Smeargle	12%	12%	12%
Wooper	50%	50%	50%
Quagsire	50%	50%	50%

SECTION A: PROFESSOR ELM'S ERRAND



Pick your starter, than head northwest through Cherrygrove City and Routes 29+30 in search of the "Mr. Pokémon" that Professor Elm has directed you to find. You'll see a handful of new Pokémon along the way, but until you complete this errand, you won't be able to catch any of them.

NEW BARK TOWN section A-1

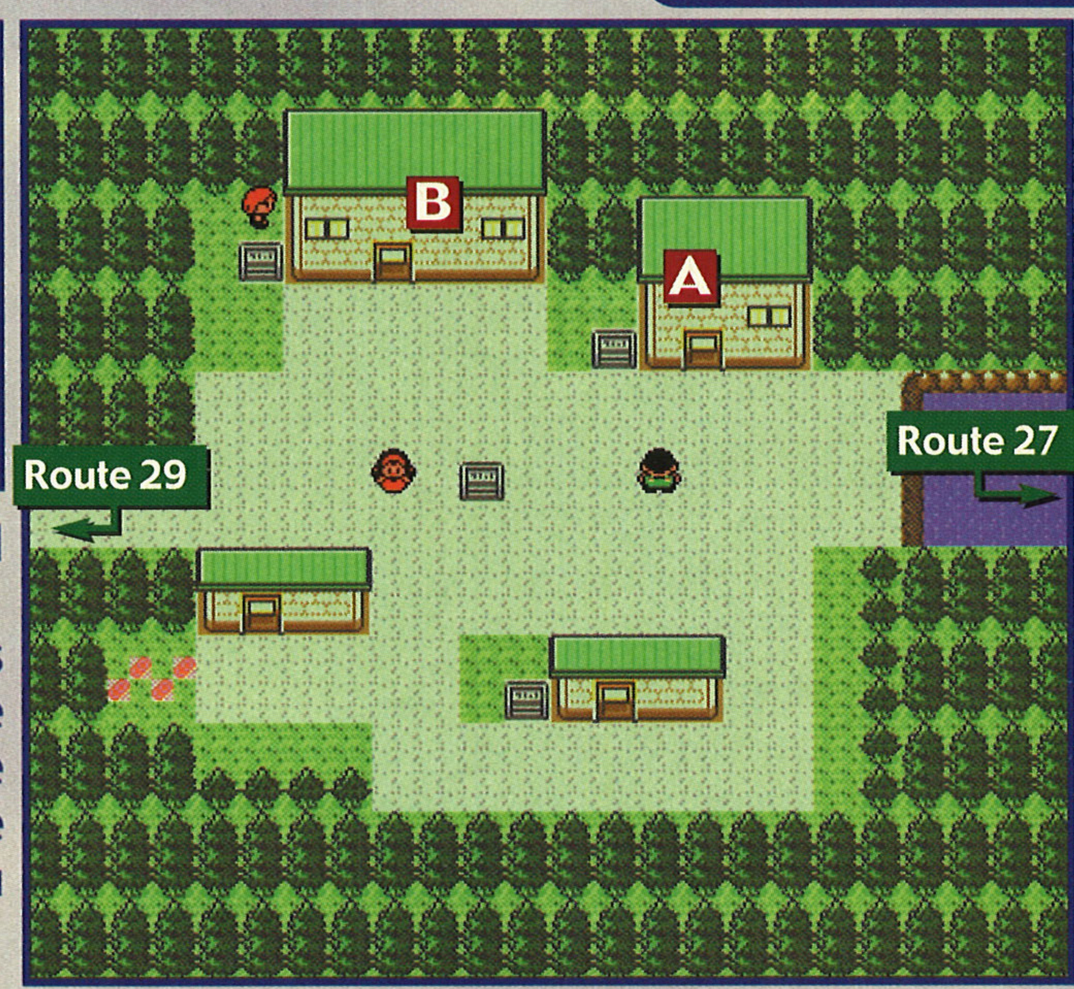
A Set up your PokéGear When you head downstairs, Mom will present you with a PokéGear, a new item that will aid you in your quest. At this point it can't do anything more than tell time and call home, but as you progress, you can gain Cards that expand its abilities.

B Visit Professor Elm

Professor Elm, busy with his studies, wants you to find an old colleague of his. It's a tough journey, but Prof. Elm will provide you with a Pokémon of your choice (see the profiles below) for protection. These three starters can be found nowhere else in the game.

When your Pokémon gets wounded, you can heal it here in Prof. Elm's lab. And make sure to grab a Potion from his aide as you leave!

Who's spying on Professor Elm? You'll find out soon.



Chikorita

Chikorita learns the powerful Razor Leaf attack at level 8, making it a very strong Pokémon in the early game. But Chikorita doesn't learn any other powerful moves until very high levels, and being Grass-type, it will have big trouble with the first gym.

see p.99

Cyndaquil

While Chikorita excels in Defense, Cyndaquil is the quickest and has the best Special Attack score. Its Fire moves are a little weak in the early game, though, so it's hard to take advantage of its strengths at the beginning of the game.

see p.100

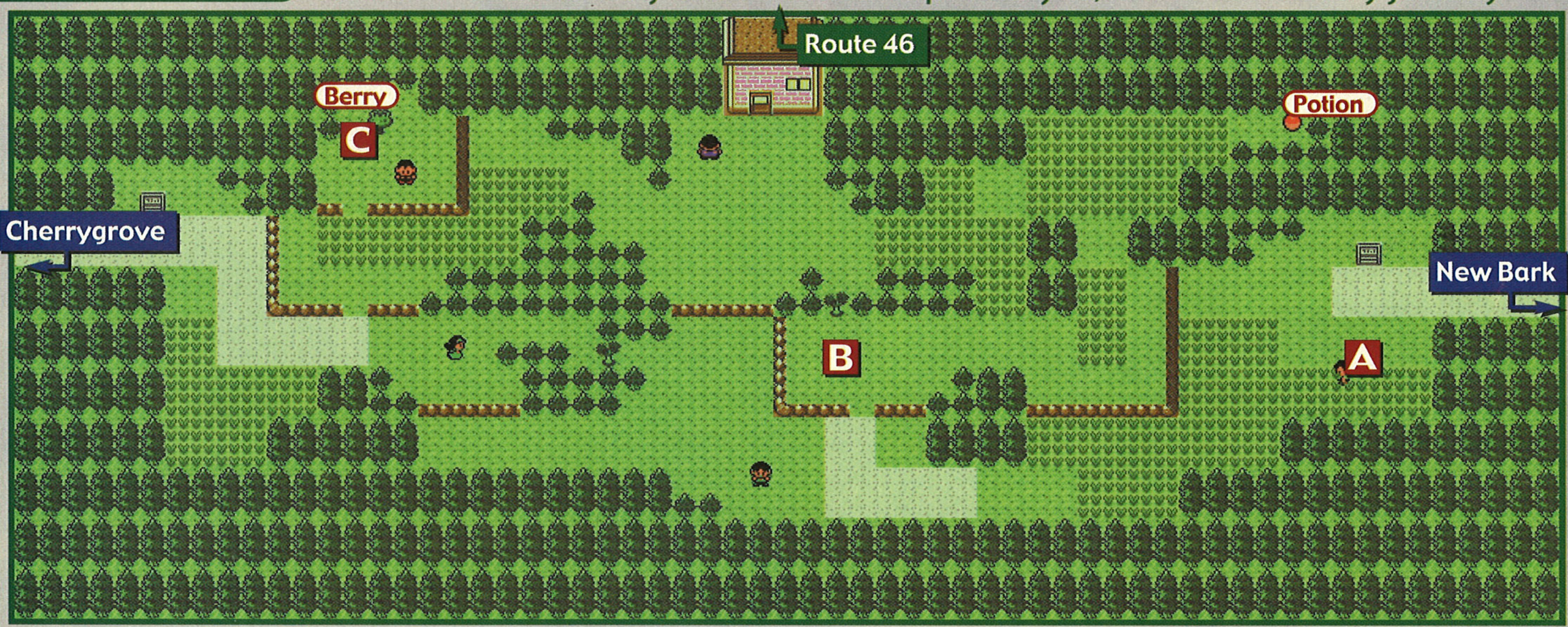
Totodile

Totodile learns a variety of strong attacks, but only a few Water ones. That's just as well, since its Attack is higher than its Special Attack. Totodile is probably the strongest starter, but Water-type Pokémon are much more common than Grass or Fire Pokémon.

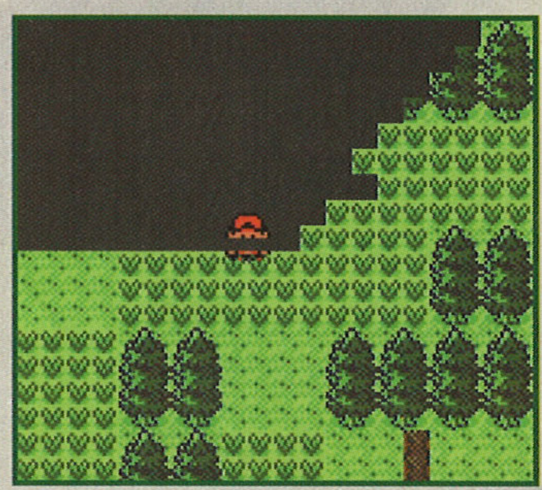
see p.101

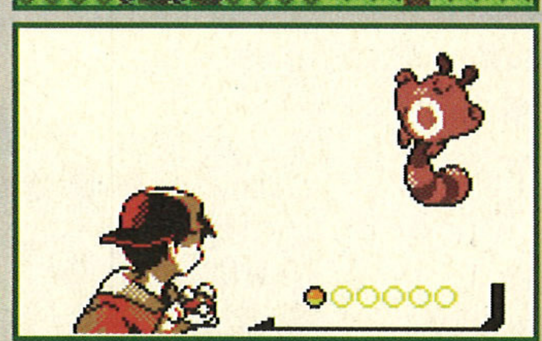
section
A-2 Route 29

To get to Mr. Pokémon and complete your errand, first head west out of New Bark Town. Take the long way through Route 29 (through the grass near point B), pass through Cherrygrove City, and take a short walk north to Mr. Pokémon's home on Route 30. But with only one Pokémon to protect you, it won't be an easy journey.



A The Adventure Begins





As Red/Blue/Yellow players will recall, you can only be attacked in overworld Routes when crossing through the tall green grass. Unfortunately, there's a lot of that grass between New Bark and Cherrygrove, so run from strong opponents when you're weak and use Berries and Potions to heal when necessary. If your Pokémon gets hurt too badly, return to New Bark and heal at Prof. Elm's lab.

There's a wide variety of Pokémon on Route 29, and you'll note that the Pokémon you encounter change at night. But without any Poké Balls to capture them in, your only choices are to fight or run.

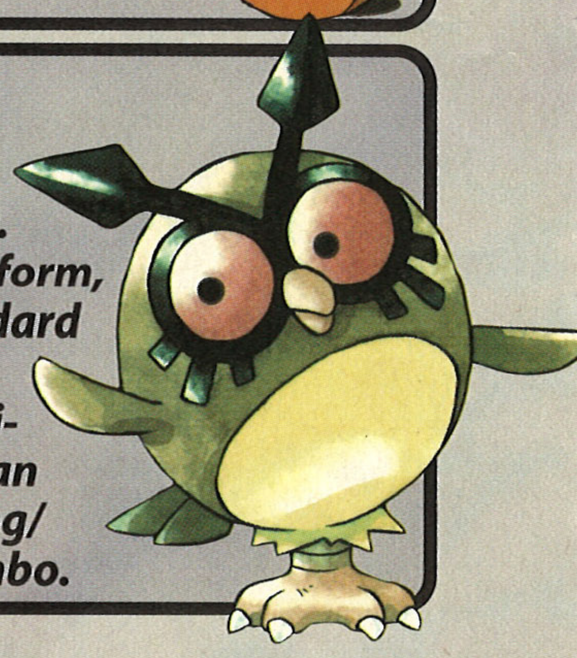
Route 29 (Gold/Silver)	Morning	Day	Night
Sentret	20%	45%	-
Pidgey	65%	45%	-
Rattata	15%	10%	25%
Hoothoot	-	-	75%

Sentret

Sentret is a very useful Pokémon. Its stats are good and it has some nice attacks, but its true strength lies in its versatility. Sentret can learn HM 01 (Cut), HM 03 (Surf), and once it evolves into Furret at level 15, HM 04 (Strength). With these moves and strong attacks like Slam to back them up, Sentret is a swiss-army knife of a Pokémon that can handle a variety of obstacles and put up a good fight on the battlefield.

see p.105

Hoothoot

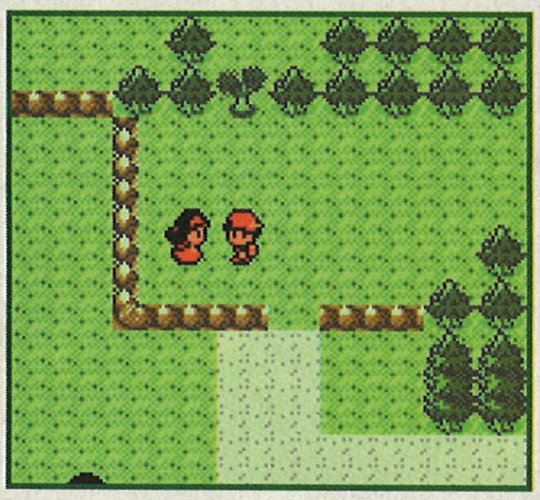


This Normal/Flying-type Owl only appears at night. Hoothoot and its evolved form, Noctowl, learn a few standard attacks, and get a couple of interesting Psychic abilities. At high levels, they can learn both parts of the Sing/Dream Eater combo.

see p.104

B Calendar Event #1: Tuesday's Child

In this spot, you'll find the first of seven siblings who each appear at one spot in Johto, on one specific day of the week. Tuscany here ***only appears on Tuesdays***, and only after you beat the Gym in Violet City. It can be a pain to remember to come back, but it's worth it: She gives you a Pink Bow that, when equipped, powers up all of one Pokémon's Normal attacks.



Rattata

Rattata is a strong attacker, easily the quickest and deadliest of the early Pokémon. It learns its moves a bit earlier in Gold and Silver, and has one new late-game move, Dark-type Pursuit. Of course, Rattata will likely have outlived its usefulness by then.

see p.104

Pidgey

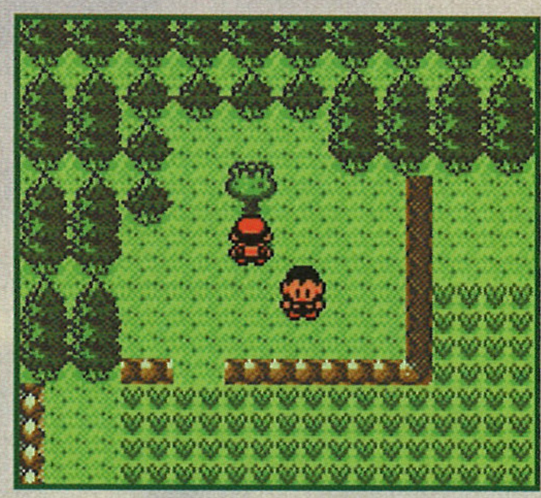
Pidgey's moves have been tweaked a bit in Gold and Silver: It now starts with Tackle but doesn't learn Gust until level 9. It's still the easiest Flyer to capture, but definitely one of the weakest. Pidgey evolves into Pidgeotto at level 18, and Pidgeot at level 36.

see p.102

C Pick Your First Daily Berry

The bulbous trees in Gold/Silver contain one of a variety of berries that can be used or equipped by your Pokémon (select a Pokémon in your party and choose Item). The Berry found in this tree will recover 10 HP to a wounded Pokémon.

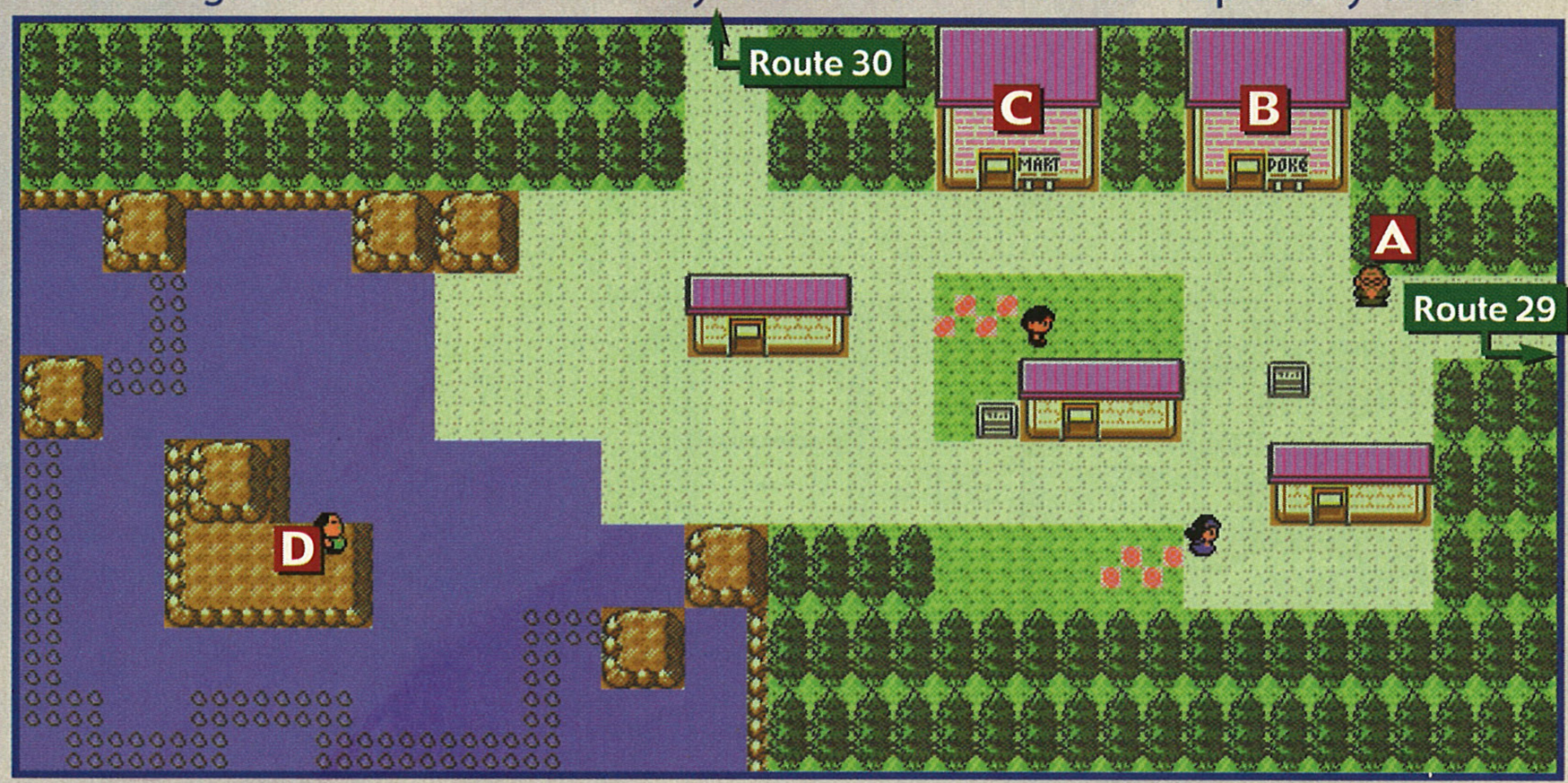
They grow back every day, so if you come back tomorrow, a fresh berry will be waiting.



CHERRYGROVE CITY section A-3

A Take the Cherrygrove City Tour

The old man who greets you at the entrance to the city will offer to "teach you a few things". Politely agree, whether you're interested or not, as he'll give you the handy Map Card for your PokéGear when the guided tour is over. Now you can view the World Map at any time!



B Pokémon Center

You'll definitely want to stop at the Pokémon Center to get your Pokémon healed up for the journey ahead. But all of the Pokémon Center's other functions (like trading with your friends) are currently under adjustment.

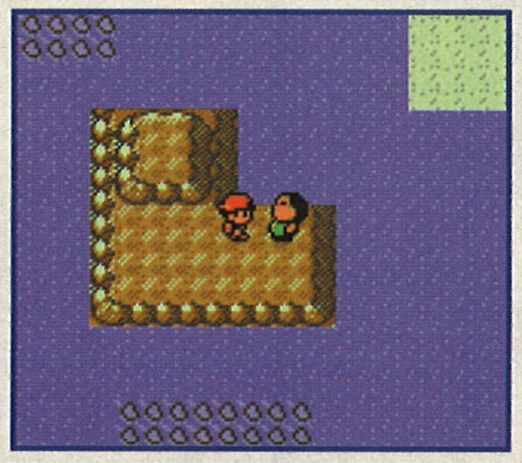
C Poké Mart

The shop next door can sell you some useful supplies, but is currently sold out of Poké Balls. You'll have to come back after you've completed your errand for Professor Elm.

Poké Mart	
POTION	300
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
POKé BALL	200

D Swim for the Mystic Water

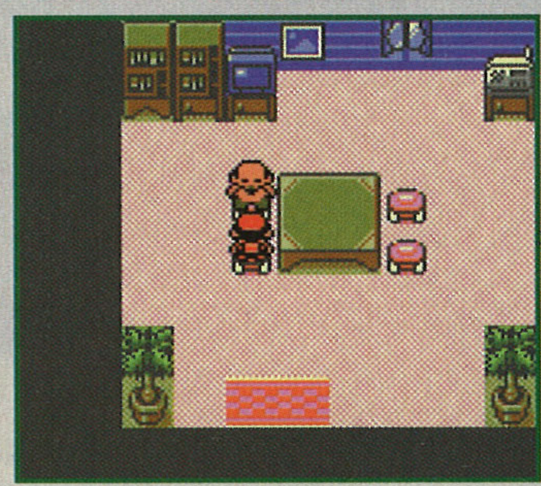
Come back after you've learned Surf from HM 02 to talk to the lonely fellow on this rocky island. He'll give you the Mystic Water, which powers up all the Water-type abilities of the Pokémon that holds it.



section A-4

Route 30

A B Grab More Free Berries



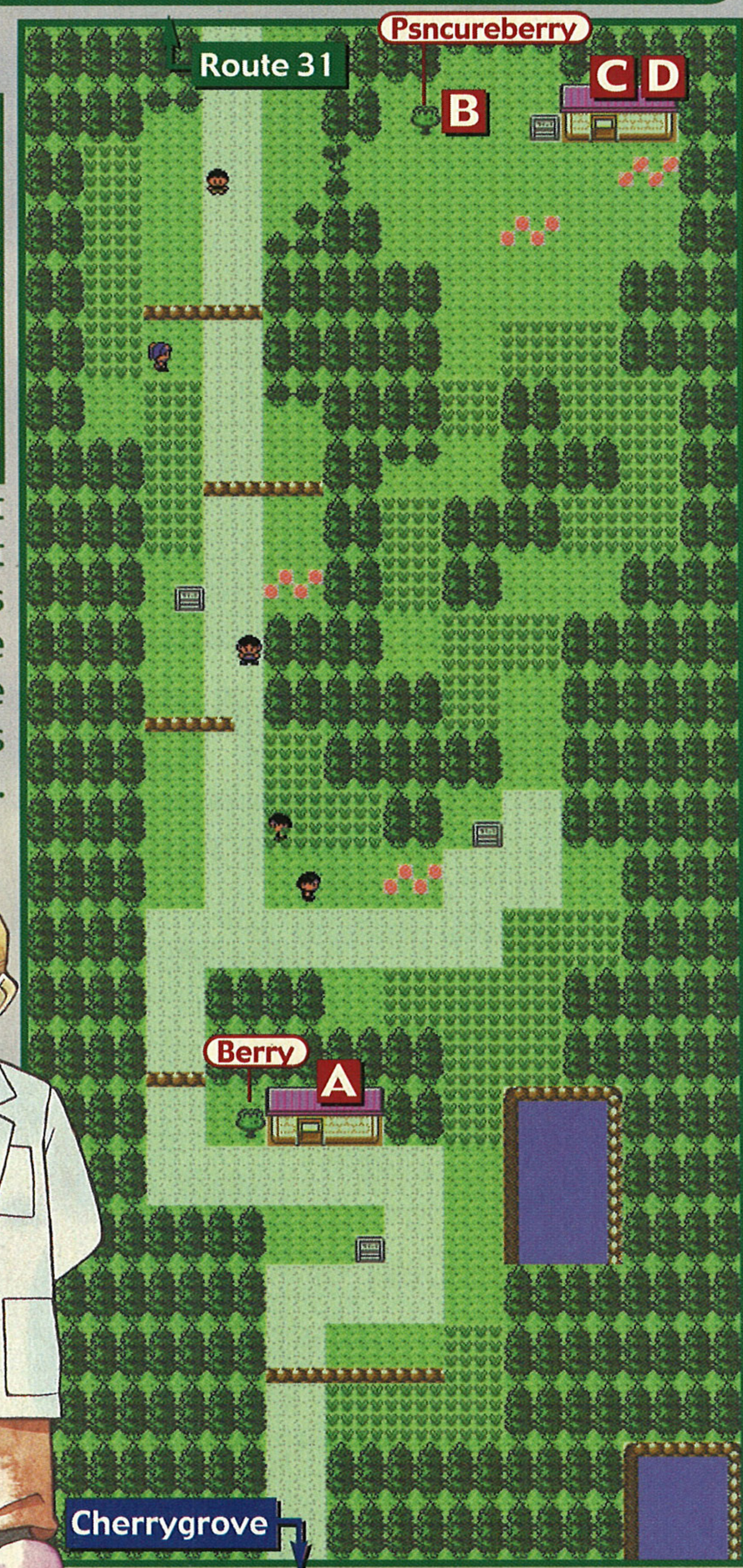
The guy in this house can tell you about the Berry trees, and he'll give you a Berry for the road. You can get another Berry from the tree outside, and that one will grow back daily, of course.

Cut north through the grass and stay on the right path to get to Mr. Pokémon's house (you don't want to mess with the trainers to the left, as they can make short work of your single Pokémon). Before you go in, grab the Psncureberry at Point B; with poisonous Weedles lurking about, you may need it.

C Mr. Pokémon's House

The old man you've been sent to visit has a houseguest: Good ol' Professor Oak! He'll give you a Pokédex, and Mr Pokémon will give you what Professor Elm sent you for: the Mystery Egg.

As soon as you leave, Professor Elm will give you a call on your PokéGear and summon you back to New Bark Town.

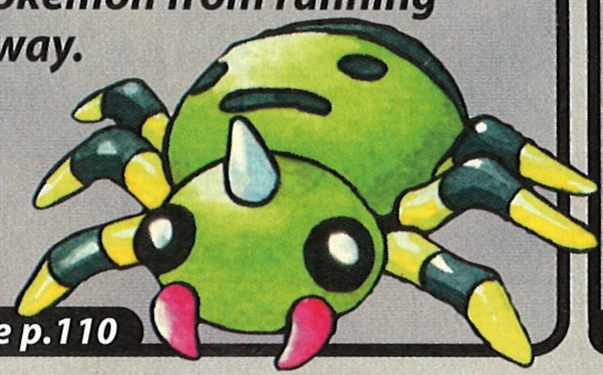


Route 30 (Gold Version)	Morning	Day	Night
Caterpie	60%	40%	-
Metapod	15%	30%	-
Pidgey	25%	30%	-
Hoothoot	-	-	40%
Rattata	-	-	40%
Spinarak	-	-	20%

Route 30 (Silver Version)	Morning	Day	Night
Ledyba	25%	-	-
Weedle	50%	20%	-
Kakuna	10%	20%	-
Pidgey	15%	60%	-
Hoothoot	-	-	75%
Rattata	-	-	25%

Spinarak

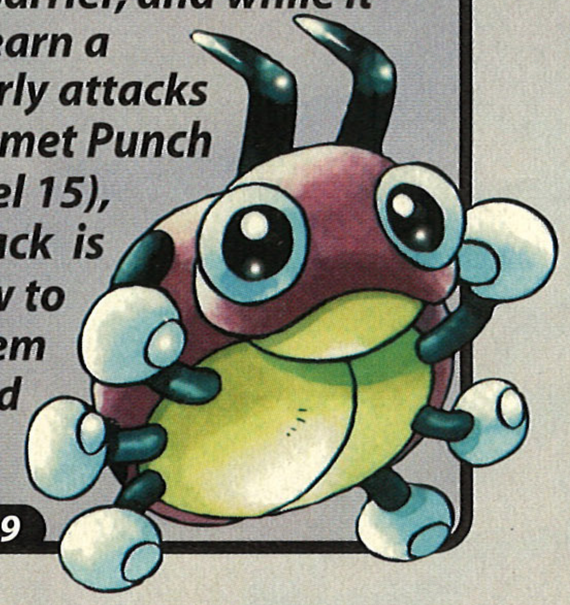
Both Gold and Silver have exclusive new bugs. Gold's Spinarak is a nocturnal creature with a good variety of Poison, Normal, Bug, Ghost and Psychic attacks. One move exclusive to this Pokémon and its evolved form (Ariados at level 22) is Spider Web, a useful technique that prevents Pokémon from running away.



see p.110

Ledyba

You'll have to wake up early to catch a Ledyba. This Silver-only Pokémon (and its evolved form, Ledian) is a bit weaker than Spinarak. Its moves are primarily defensive, like Reflect and Light Barrier, and while it does learn a few early attacks like Comet Punch (at level 15), its Attack is too low to put them to good use.



see p.109

Caterpie

At this point in the game, Caterpie can only be found in the Gold version (Silver players can get one during the bug-catching contest). Even though Caterpie reaches its highest form, Butterfree, at level 10, its Bug/Flying combo and lack of good attacks make it a fairly ineffective Pokémon.

see p.107

Weedle

Weedle is available in the wild in the Silver version and can be caught in the bug-catching contest in both versions.

By level 10, it will have evolved into Beedrill, a great early game attacker with a lot of fierce Normal and Bug attacks. It also learns the new Dark move Pursuit in Gold and Silver.

see p.108

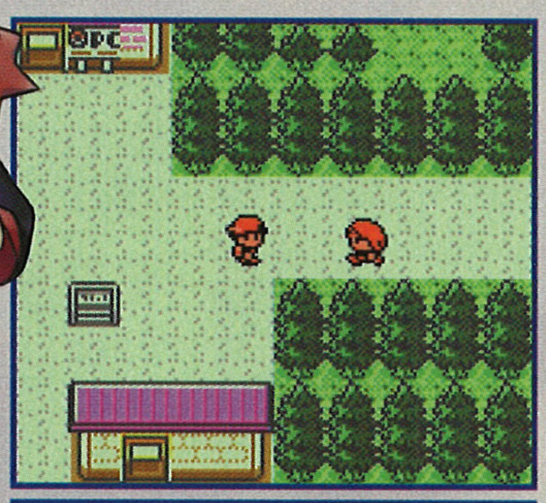
D Come Back for the EXP Share

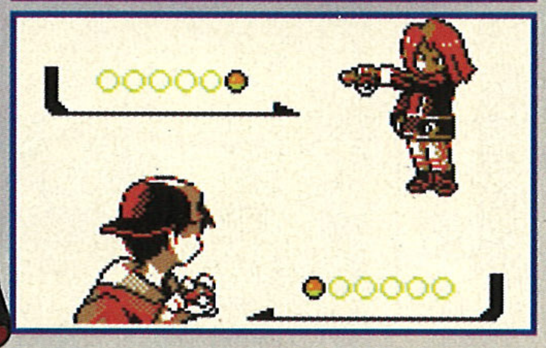
When you get the Red Scale at the Lake of Rage (see page 57), come back to Mr. Pokémon's house to trade it in for an EXP Share. This item gives the Pokémon that holds it a share of the EXP earned in each fight, even if it doesn't participate in the battle!

BACK TO NEW BARK section A-5

A Beware: An Ambush Awaits!

If your Pokémon is wounded, get it healed in Cherrygrove. When you head towards New Bark, you'll be ambushed by a mysterious trainer who got his hands on one of Prof. Elm's Pokémon: Totodile if you chose Cyndaquil, Chikorita if you chose Totodile, or Cyndaquil if you chose Chikorita. Since your rival's Pokémon will always have the Type advantage, you'll need a good plan or a high level Pokémon to win (equipped healing items help too).





B Bring the Egg to Prof. Elm

While the police investigate the theft of the Pokémon, give Professor Elm the Egg. As you leave, his assistant will give you your first Poké Balls. You can now buy them in Cherrygrove and most other cities as well.

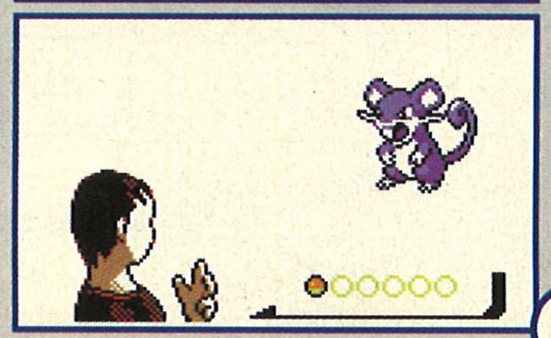
C The Bank of Mom is Now Open!

You may want to stop by your home and leave some of your extra cash with Mom. This keeps you from losing it when all of your Pokémon faint (the money in your possession is halved, but the money Mom's holding is not). You can even set it up so she'll automatically take a cut every time you earn money from other trainers. You can also bank by phone–just give her a call!

Sometimes Mom spends your money on items and decorations for your room. You can collect them by accessing your computer account.

D Go Out and Catch Some Pokémon!

If you're new to the Pokémon series, this guy on Route 29 will show you how to use Poké Balls. If you're an old pro, just start using the balls you got from Elm's aide, and then head to Cherrygrove City for more. At the very least, you'll want to catch a Sentret and a Rattata.



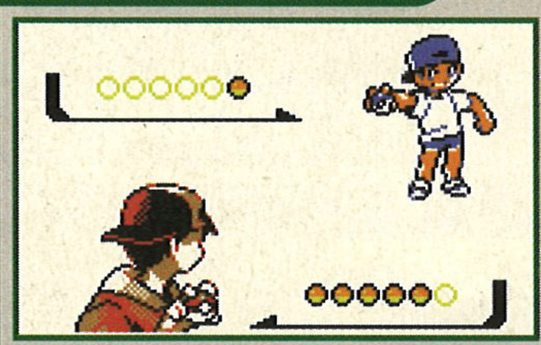
Section B: The Zephyr Badge

The first step of your quest to become a Master Trainer is conquering the Gym in Violet City and earning the Zephyr Badge. Assemble a party of captured Pokémon and head back to Route 30. Take the left fork and run the gauntlet of trainers to get to Violet City.

section B-1 Route 30+31

A Trainer Battles Begin

As you traverse Route 30, trainers will attack you whenever you make eye contact. As you can see from their rosters (listed below), their Pokémon are weak, but they can wear you down. You can try to avoid them, but it's better to fight when you can: They're the best source of money and EXP in the game.



Route 31 (Gold Version)	Morning	Day	Night
Caterpie	50%	30%	–
Metapod	10%	20%	–
Pidgey	20%	25%	–
Bellsprout	20%	25%	15%
Hoothoot	–	–	15%
Rattata	–	–	40%
Spinarak	–	–	30%

Route 31 (Silver Version)	Morning	Day	Night
Ledyba	20%	–	–
Weedle	30%	30%	–
Kakuna	10%	20%	–
Pidgey	20%	25%	–
Bellsprout	20%	25%	25%
Hoothoot	–	–	25%
Rattata	–	–	50%

1 Joey ₽64
- Rattata Level 04

2 Mikey ₽64
- Pidgey Level 02
- Rattata Level 04

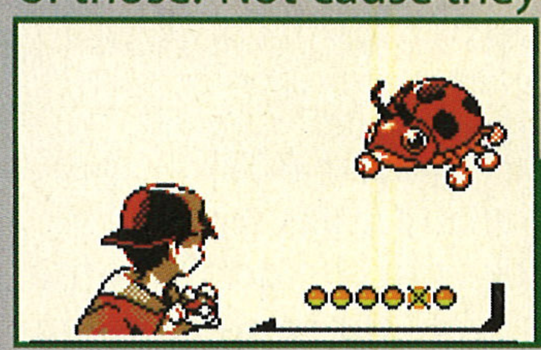
3 Don ₽48
- Caterpie Level 03
- Caterpie Level 03

4 Wade ₽32
- Caterpie Level 02
- Weedle Level 02
- Caterpie Level 02
- Caterpie Level 02

One new twist in Gold and Silver is the ability to trade phone numbers with certain trainers once you've defeated them in battle (they're the ones with the phone icon [left] by their names). If you agree, they'll call you periodically to chat, challenge you to rematches, and most importantly, inform you of Pokémon "swarms." Without that info, it's hard to catch Pokémon like Dunsparce (see next page for details).

B Catch a Bellsprout (or Two)

The dividing line between Route 30 and Route 31 is right about where the trainer marked #3 is standing. To the north of him you'll find pretty much the same Pokémon you found below, but with the addition of Bellsprout. And you'll definitely want to go out of your way to catch at least one of those. Not 'cause they're that great, but because they can be used to trade for a very useful Onix in Violet City.



Don't forget to come back at the appropriate time to catch your version's new Bug Pokémon: Morning for Silver's Ledyba, Night for Gold's Spinarak.

Bellsprout

Bellsprout and its evolutions have hardly changed since the Red/Blue/Yellow days: They're still the least useful Grass Pokémon series, and their one new move (Sweet Scent) isn't worth much. But you may find Bellsprout's starting move, Grass-type Vine Whip, to be useful in the upcoming Sprout Tower.

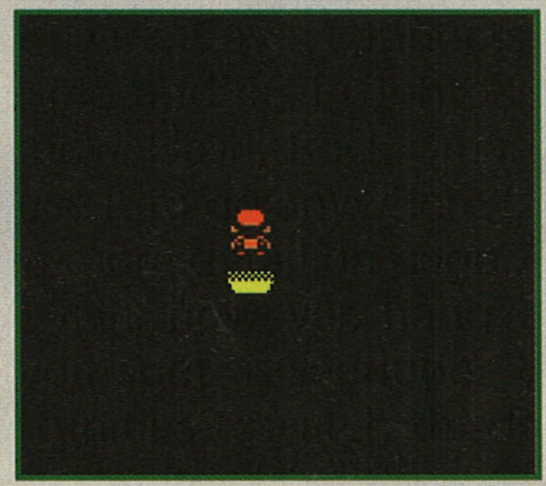
see p.122

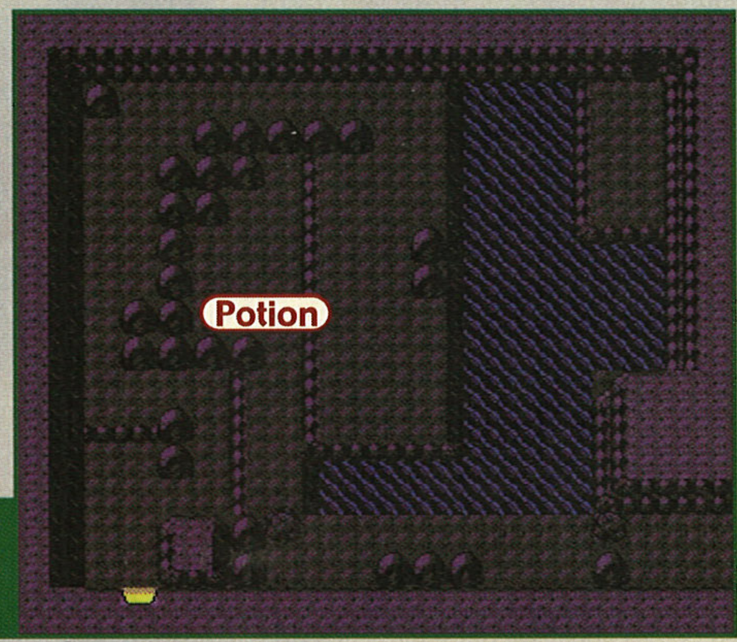
C Snatch a Geodude From the Dark Cave

The Dark Cave connects Route 31 with Routes 45 and 46, in Johto's East. But unless you know Flash, Rock Smash, and Surf, you can't use it to go anywhere (so we'll cover the cave in more detail on page 71).

You can, however, hang around for a bit until you spot a Geodude. You'll have many opportunities to catch this Pokémon, but we like to do it early since Ground/Rock-type Pokémon are particularly useful against the Flying-type Pokémon in the Violet City Gym.

You can also snag a Zubat and, if you're extremely lucky, a Dunsparce. This is the only place you can find Dunsparce, but the odds of catching one are extremely low unless they're "swarming." To find out when this happens, you'll need to give your phone number to a trainer in Route 33.





Without Flash (HM 05), this cave is pitch black. So use this partial map to tell where you're going.

Dark Cave (Gold/Silver)	Morning	Day	Night
Geodude	50%	50%	50%
Zubat	49%	49%	49%
Dunsparce	1%*	1%*	1%*

*Numbers increase during swarms

D Run an Errand and get TM 50

A man in Goldenrod City will send you to deliver a message to this guy, so remember where he's at! It's the only way to get TM 50 (Nightmare).

Geodude

Now that there are new Rock and Ground techniques, forget your old Geodude, Graveler, or Golem and start from scratch with one from Gold and Silver. It can learn great new attacks like Ground-type Magnitude (very powerful at level 16!) and Rock-type Roll (decent at level 31).

see p.111

Zubat

Big news for Zubat fans: Gold/Silver introduces a third evolution for this under-appreciated Poison/Flying-type. Crobat, who evolves from very happy Golbats, doesn't have any new skills, but it can learn Fly, and is much quicker than Golbat.

see p.112

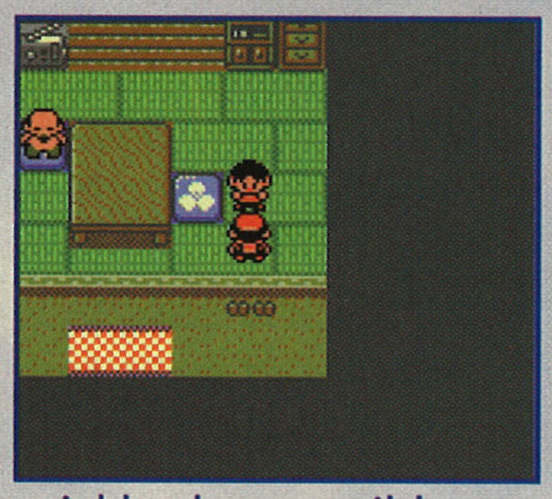
Dunsparce

Getting Dunsparce is a lot of work, and you're bound to be disappointed with the results. It's just another Normal-type Pokémon with average stats and very few good attacks. In fact, the only offensive skill it gets before level 26 is Rage, which is pretty useless. Leave this one in your box.

see p.117

section
B-2 VIOLET CITY

A Trade your Bellsprout for an Onix



You can catch an Onix later, but you'll never get as much use out of one as you will now versus Falkner and his Junior Trainers. As a traded Pokémon, your Onix will go up levels more quickly than a wild one, but you're stuck with the goofy name. Like all trades with computer characters, its starting level will be the same as that of the Pokémon you trade for it.

B Back to Pokémon School

Answer "No" to the question the man standing at point B asks you, and he'll drag you down to the schoolhouse to study up on Pokémon types and conditions.

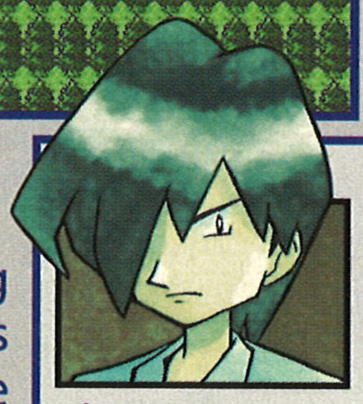
Poké Mart	
POKé BALL	200
POTION	300
ESCAPE ROPE	550
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
X DEFEND	550
X ATTACK	500
X SPEED	350
FLOWER MAIL	50

C Poké Mart

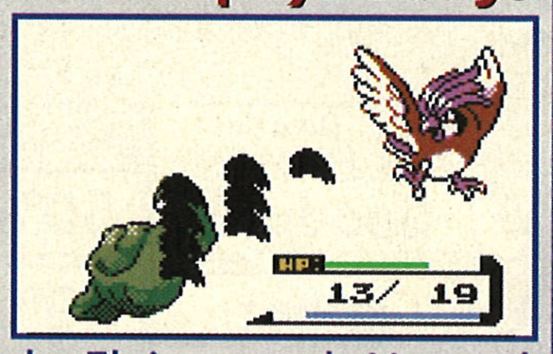
There are a lot of new items for sale, but nothing you really need (X Items are rarely worth it). The last item is stationery for writing short messages.

D Sprout Tower

If your Pokémon are too weak for the Gym, build up some EXP at the Sprout Tower first (next page).

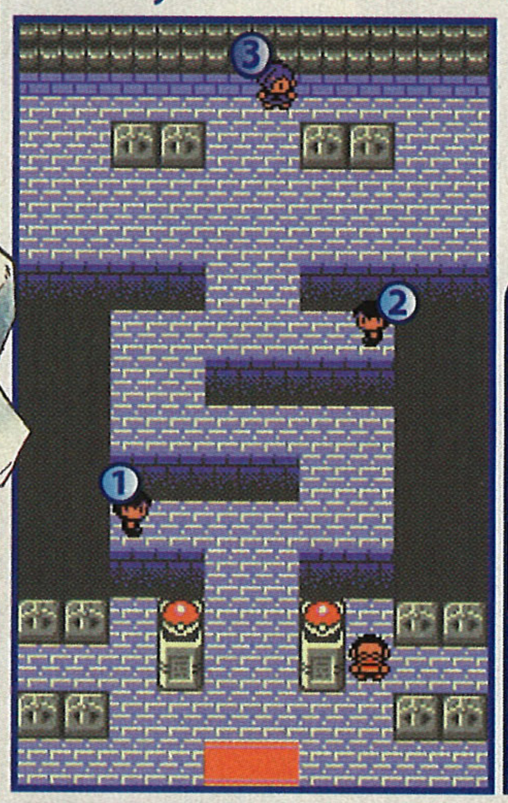


E Fight for the Zephyr Badge



Since there hasn't been a chance to get any Electric Pokémon yet, your best bet here is Rock, by far. It has protection from both Flying and Normal attacks, and if you have Rock Throw (Geodude gets it at level 11), it'll wipe out any of Falkner's Flyers.

But you still need to look out for Pidgeotto's Mud Slap; it does damage *and* lowers Accuracy, and the penalties add up quickly. Swap in a strong Pokémon that can finish this Flyer quickly, but watch out for its Gust.



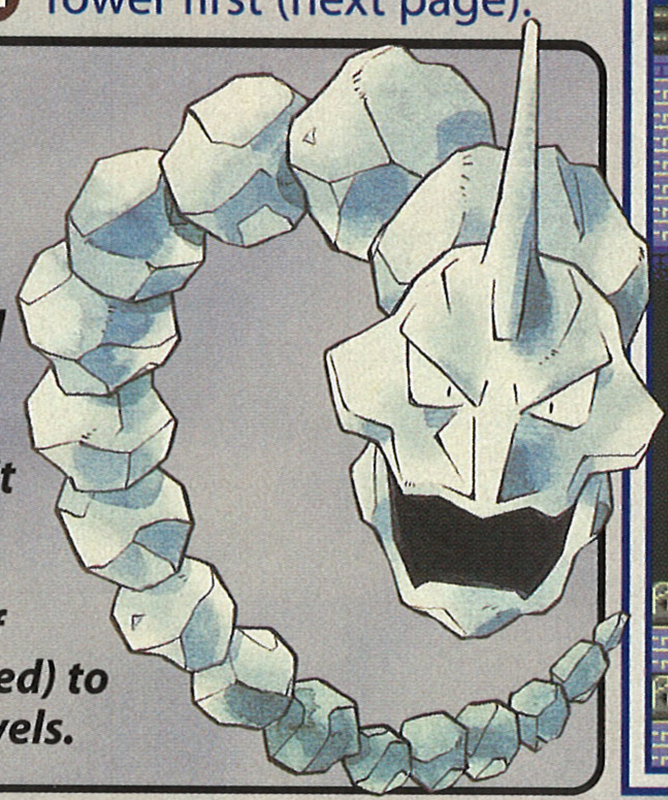
1	
Abe ₽216	
Spearow Level 09	

2	
Rod ₽168	
Pidgey Level 07	
Pidgey Level 07	

3	
Falkner ₽900	
Pidgey Level 07	
Pidgeotto Level 09	

Onix

Onix learns most of its good moves at lower levels than it did in Red/Blue/Yellow, as well as the new Sand Storm attack. But the real excitement is that now it can evolve into a new Pokémon, Steelix. This evolution raises most of Onix's stats (except Speed) to competitive levels.



see p.121

Sprout Tower

section **B-3**

1 Nico ₽96
- Bellsprout Level 03
- Bellsprout Level 03
- Bellsprout Level 03

2 Chow ₽96
- Bellsprout Level 03
- Bellsprout Level 03
- Bellsprout Level 03

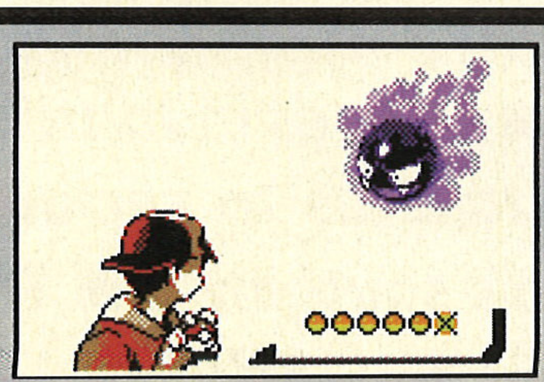
3 Edmond ₽96
- Bellsprout Level 03
- Bellsprout Level 03
- Bellsprout Level 03

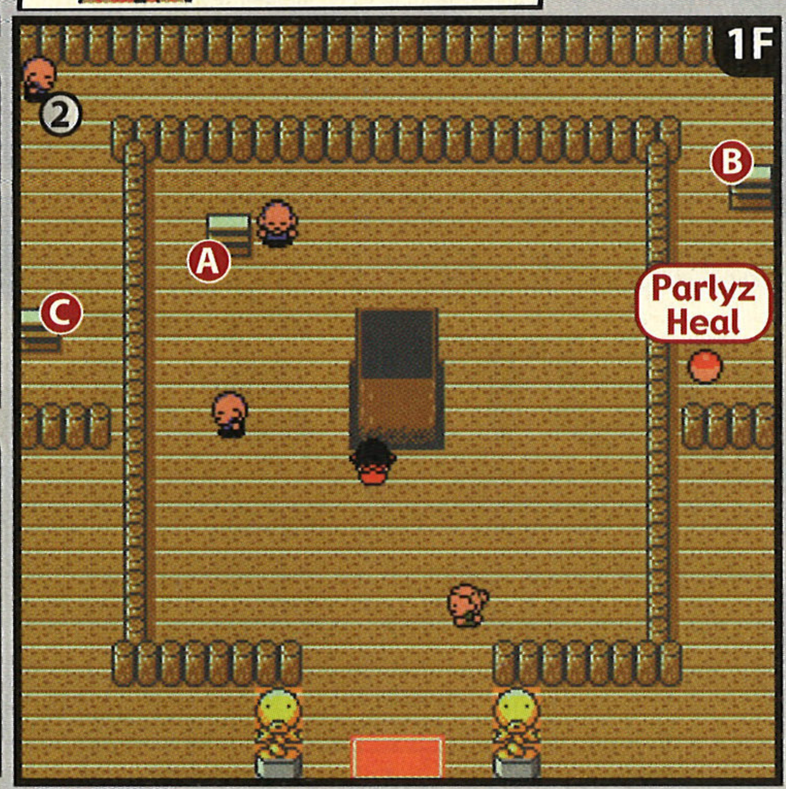
4 Jin ₽192
- Bellsprout Level 06

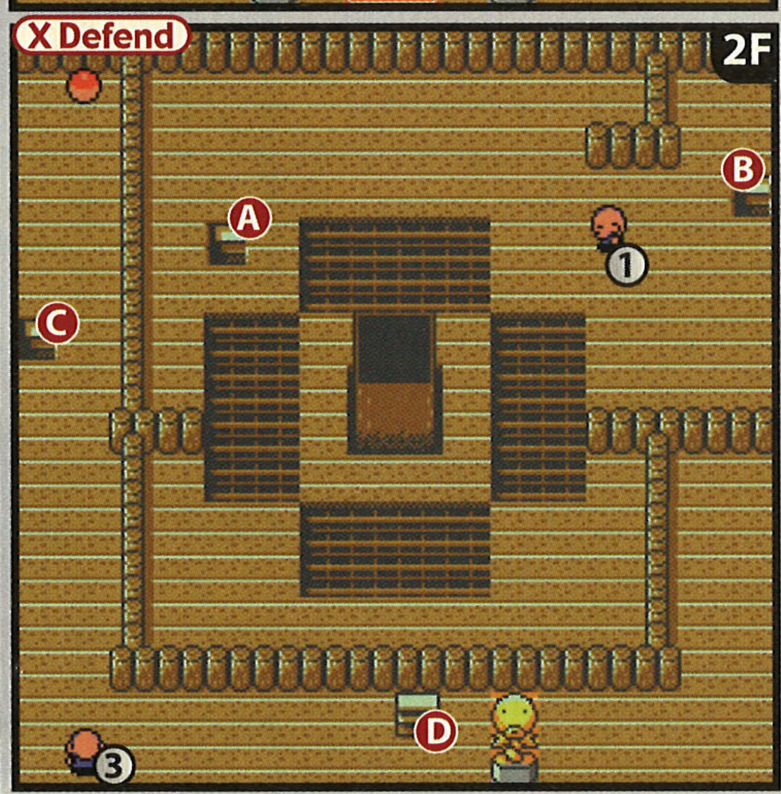
5 Neal ₽192
- Bellsprout Level 06

6 Troy ₽224
- Bellsprout Level 07
- Hoothoot Level 07

7 Li ₽320
- Bellsprout Level 07
- Bellsprout Level 07
- Hoothoot Level 10







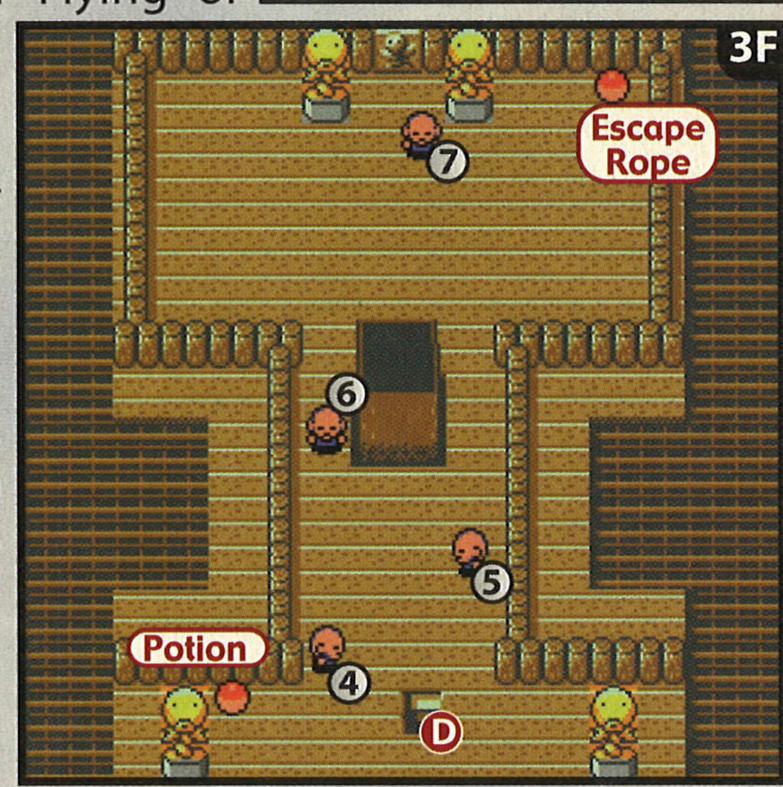
Catch Yourself a Gastly

A lot of the new Ghost abilities are pretty useless, but Gastly is still a great Pokémon. Its Ghost-type nature makes it immune to Normal and Fighting-type attacks, but its real strength lies in its utility on the field. While its resistances keep it healthy, it can put wild Pokémon to sleep with Hypnosis, keep them from escaping with Mean Look, and whittle down their health with Nightshade (which doesn't get critical hits, and won't accidentally K.O. your quarry).

Getting one isn't easy. You have to come to the tower at night, and can only damage it with typed attacks like Rock Throw and Vine Whip. But it's well worth the trouble.

Battle for HM 05

Defeating the final Sage will get you HM 05 (Flash, which is much more useful than it was in Red/Blue/Yellow). But the Sage is tough–while your Flying or Fire-type Pokémon can shred his Bellsprouts, and the Bellsprouts of all his underlings–you'll need an Onix or Geodude to deal with his vicious level 10 Hoothoot.



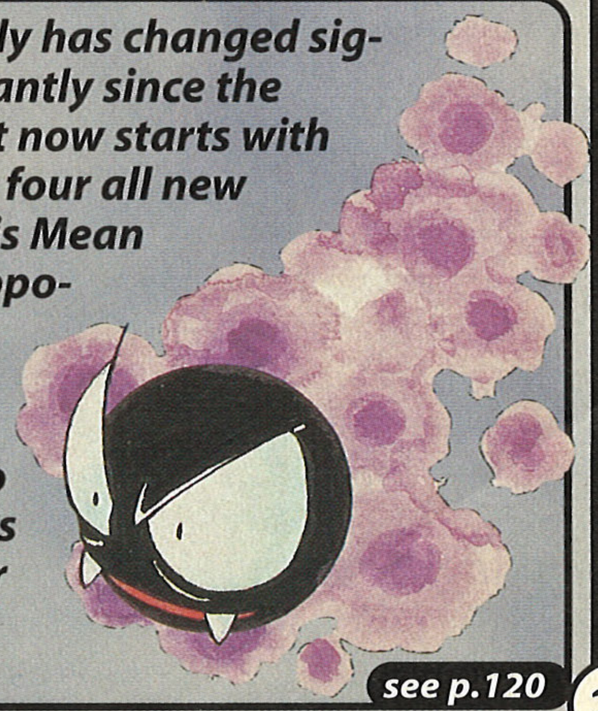
Sprout Tower (Gold/Silver)	Morning	Day	Night
Rattata	100%	100%	70%
Gastly	–	–	30%

F An Urgent Call From Professor Elm!

On your way out of the Violet City Gym, you'll get a phone call from Professor Elm. He'll direct you to speak with his aide at the Pokémon Center, and give you the Mystery Egg. Keep this egg in your party as you continue your quest, and after an hour or so of traveling, it will hatch. We'll cover that miraculous event on page 33.

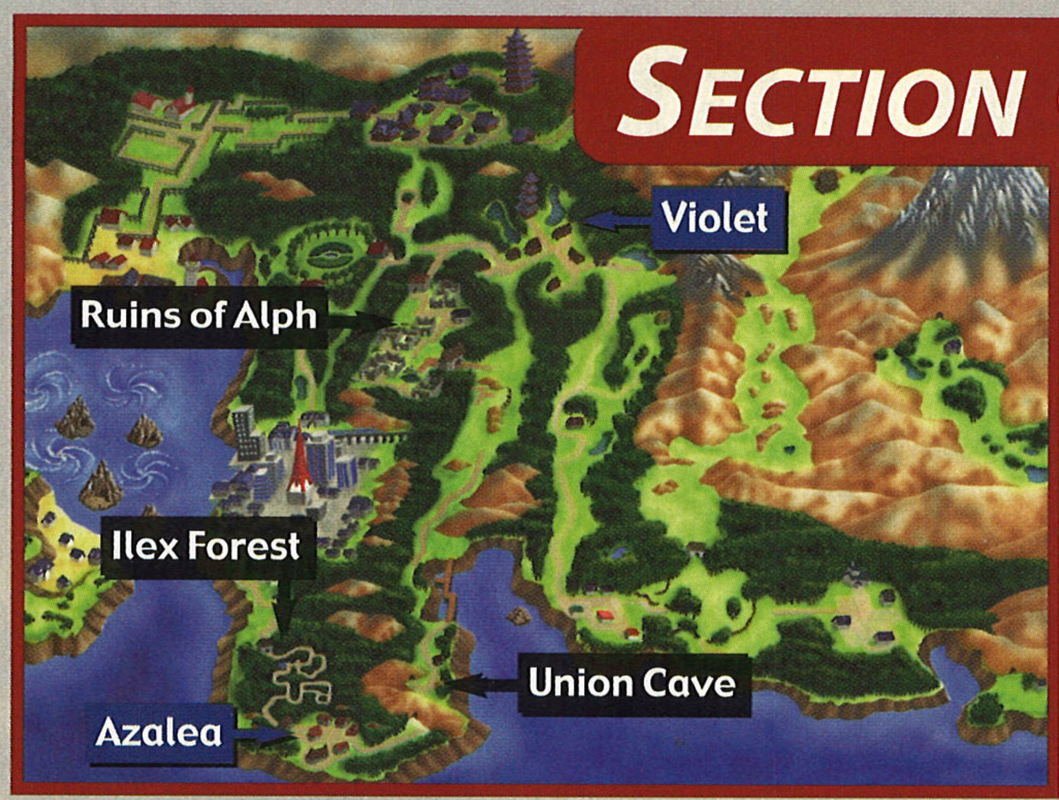
Gastly

Gastly has changed significantly since the Red/Blue/Yellow days. It now starts with Hypnosis, and can learn four all new moves. One of the first is Mean Look, which prevents opponents from running away. Between that, Hypnosis, and its Ghost-type resistance to Normal attacks, Gastly is the perfect Pokémon for catching other wild Pokémon.



see p.120

Section C: Azalea's Hive Badge

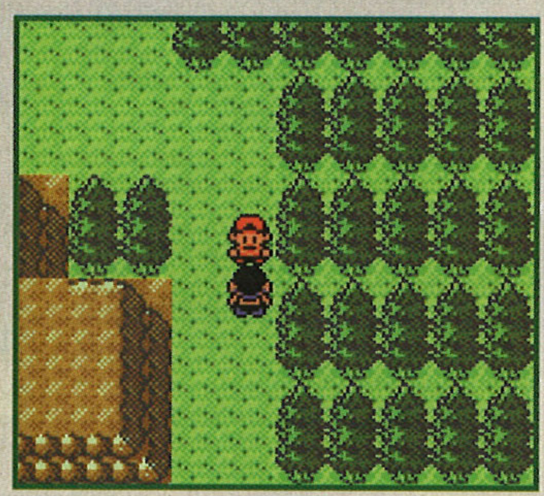


Now your quest has truly begun! There are seven more badges in Johto alone, and the next will take us to secluded Azalea Town, in Johto's southern tip. The journey will be long, but does offer a variety of cool new Pokémon and interesting detours. Head south from Violet to get started.

section C-1 Route 32

We need to cross the cave at the end of Route 32 to get to Azalea City. But what's the rush? Stop and catch some Pokémon (Mareep is a must-have), do some fishing, and pay a visit to the Ruins of Alph to the northeast (see page 26). We'll resume our quest at the Union Cave on page 27.

A B The Miracle Seed and TM 05



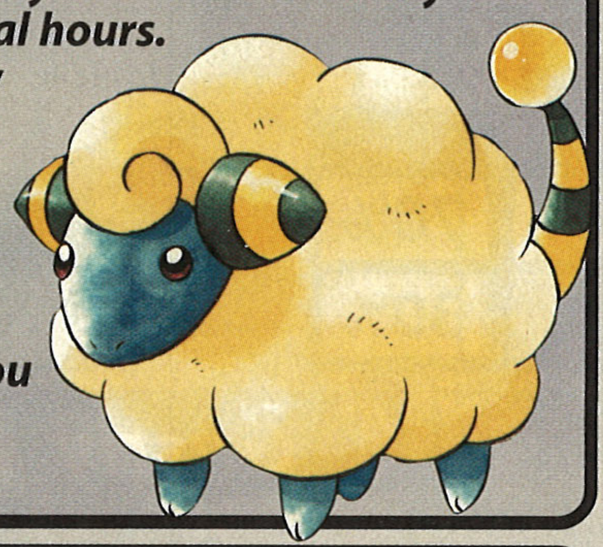
The guy at point A will give you a Miracle Seed just for beating Falkner! When equipped, this nifty item powers up your Pokémons' Grass techniques. You'll need to come back when you know Cut to get to the guy at Point B, but you may not want to bother. His prize (TM 05, Roar) is hardly worth it.

Route 32 (Gold Version)	Morning	Day	Night
Hoppip	10%	10%	-
Rattata	20%	25%	25%
Bellsprout	20%	25%	25%
Mareep	45%	40%	20%
Wooper	5%	-	30%

Route 32 (Silver Version)	Morning	Day	Night
Hoppip	5%	20%	-
Rattata	15%	15%	10%
Bellsprout	25%	10%	20%
Mareep	25%	25%	25%
Ekans	20%	30%	10%
Wooper	10%	-	35%

Mareep

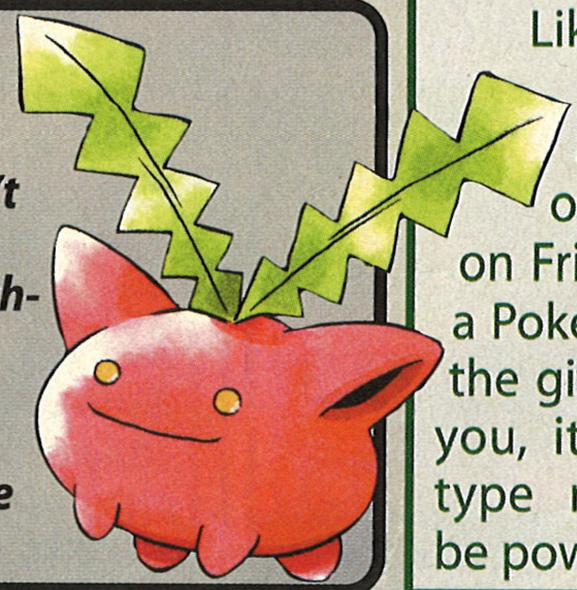
You definitely want a Mareep, since it's the only Electric Pokémon you'll be able to get for the next several hours. As Electric Pokémon go, it's slow and doesn't learn many Electric attacks, but it evolves quickly and has a great Special Attack. One tip: Never delay evolved form Flaaffy's evolution into Ampharos (its third stage), or you won't be able to learn Thunder Punch.



see p.118

Hoppip

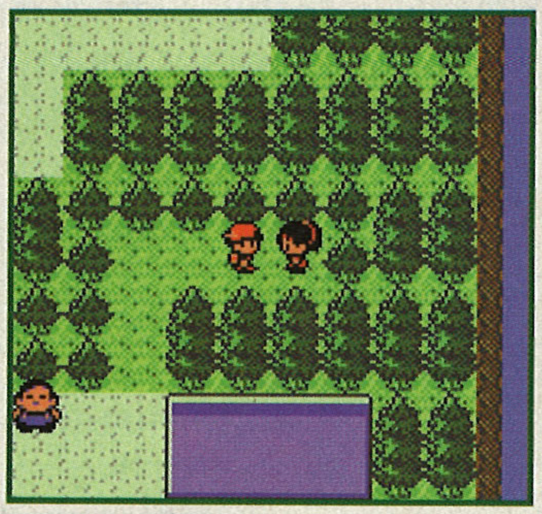
This new family of Grass/Flying Pokémon (Hoppip, Skiploom, and Jumpluff) is pretty bizarre. They're Flying-type but can't learn Flying techniques (even Fly!). They start with Synthesis, a powerful healing technique, and Splash, that useless Magikarp attack (!?). They don't learn many direct attacks, except for Tackle at level 10 and Mega Drain at level 30, so you'll need to use TM's if you want offensive moves.

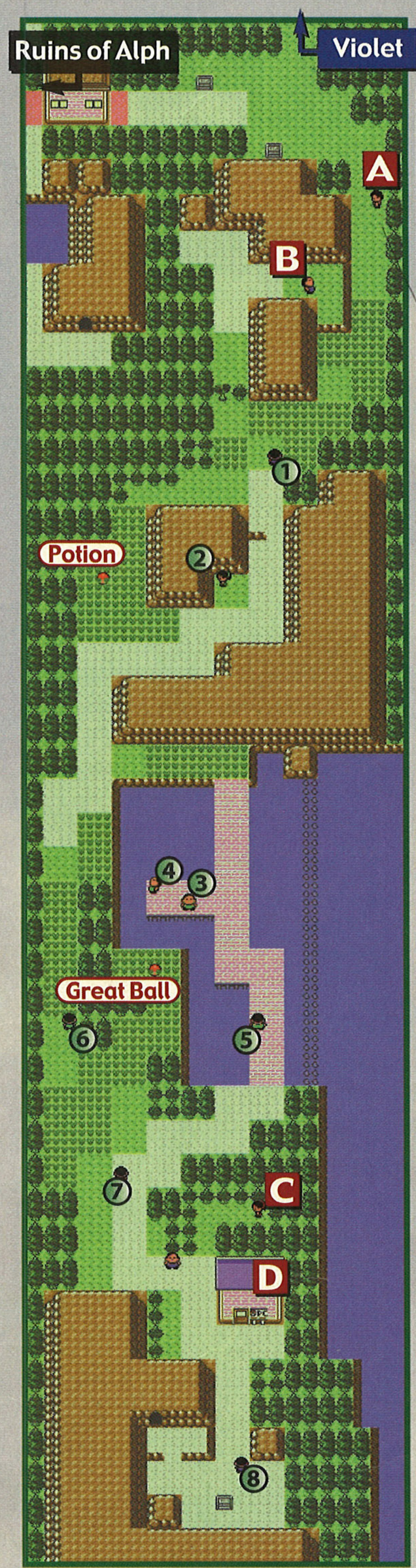


see p.123

C Calendar Event #2: Ms. Friday

Like her sister Tuscany on Route 29, Frieda only appears once a week, on Fridays. When a Pokémon holds the gift she gives you, its Poison-type moves will be powered up.





1 Albert ₽128
Rattata Level 06
Zubat Level 08

2 Liz ₽180
Nidoran♀ Level 09

3 Justin ₽200
Magikarp Level 05
Magikarp Level 05
Magikarp Level 05
Magikarp Level 15

4 Harry ₽320
Poliwag Level 08
Poliwag Level 08

5 Ralph ₽400
Goldeen Level 10

6 Roland ₽180
Nidoran♂ Level 09

7 Gordon ₽160
Wooper Level 10

8 Peter ₽192
Pidgey Level 06
Pidgey Level 06
Spearow Level 08

Ekans

Only Silver players can catch an Ekans, but Gold players can buy one at the Goldenrod Game Corner. But Ekans is hardly worth using. Its token new move is Haze (which restores altered stats and conditions) at level 43... Whoopie! Yep, Team Rocket can have this Pokémon, and they're welcome to it.

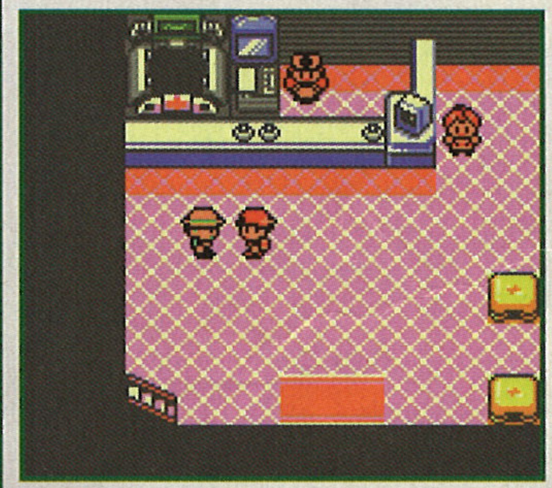
see p.117

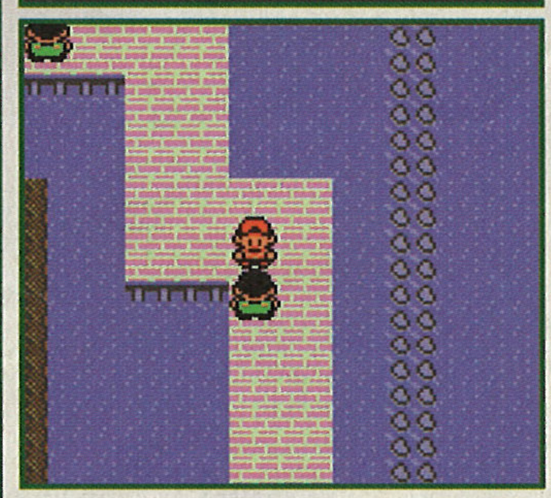
Wooper

Wooper is an odd mix of Ground and Water types, so it has a bunch of good Resistances (and immunity to Electric) but is very vulnerable to Grass. It has some good moves like Water Gun (at start) and Earthquake (level 31), but terrible stats... Until it evolves into Quagsire at level 20, and its stats nearly double!

see p.119

D Pick Up the Old Rod and Start Fishing!





A fisherman in the Pokémon Center will give you an Old Rod. Unlike the Old Rod in Red/Blue/Yellow, this Rod *can* catch something other than Magikarps (although you will end up catching a *lot* of those). If you fish here now, you can net a Tentacool, and if you trade numbers with Ralph (shown below), he'll give you a call when the Qwilfish swarm. Outside of swarms, these rare fishes can only be caught with a Super Rod.

Route 32 Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	70%	30%	25%
Qwilfish	0%*	0%*	15%*
Tentacool	30%	70%	60%

*Numbers increase during swarms

Magikarp

Ooh! Magikarp can now learn a third skill, Flail, at level 30! Of course, you'd be insane to stick with Magikarp for that long, since it can evolves into a super-strong Gyarados at level 20. Gyarados can now learn Rain Dance, but is basically unchanged.

see p.126

Tentacool

Tentacool is basically unchanged since the days of Red/Blue/Yellow. It now starts with Poison Sting instead of Acid, but doesn't have any new skills or anything. Tentacool and evolved form Tentacruel are still underappreciated Pokémon that are strong in Speed and Special Attack.

see p.157

Qwilfish

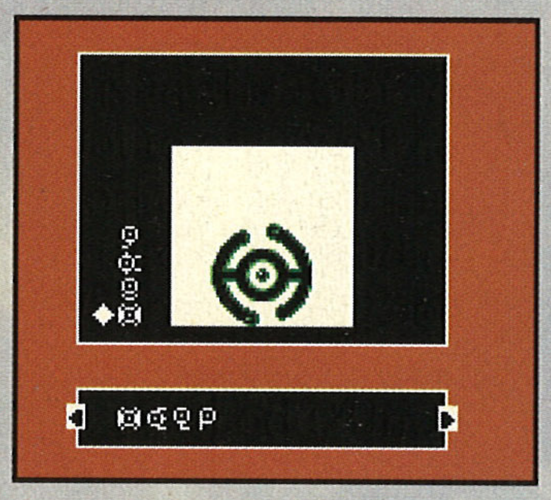
Like Tentacool, Qwilfish is a mix of Water and Poison types. Like Tentacool, its best skill is a late game Hydro Pump. But it does differ in a few ways: It gets some nice defensive techniques like Minimize and Harden, and has a higher Attack score.

see p.157

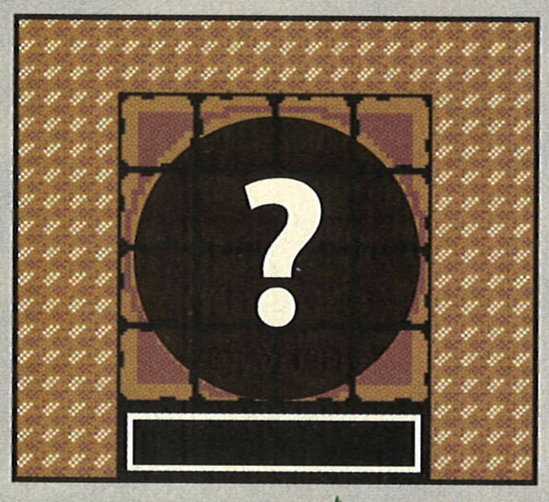
section

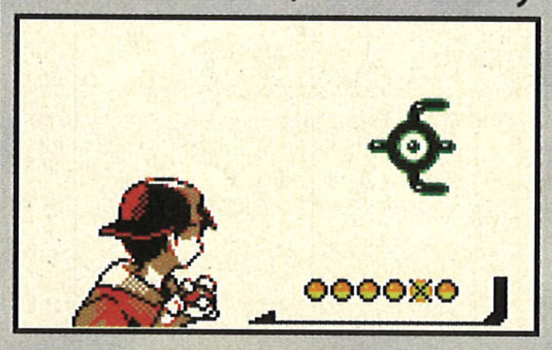
C-2 Ruins of Alph

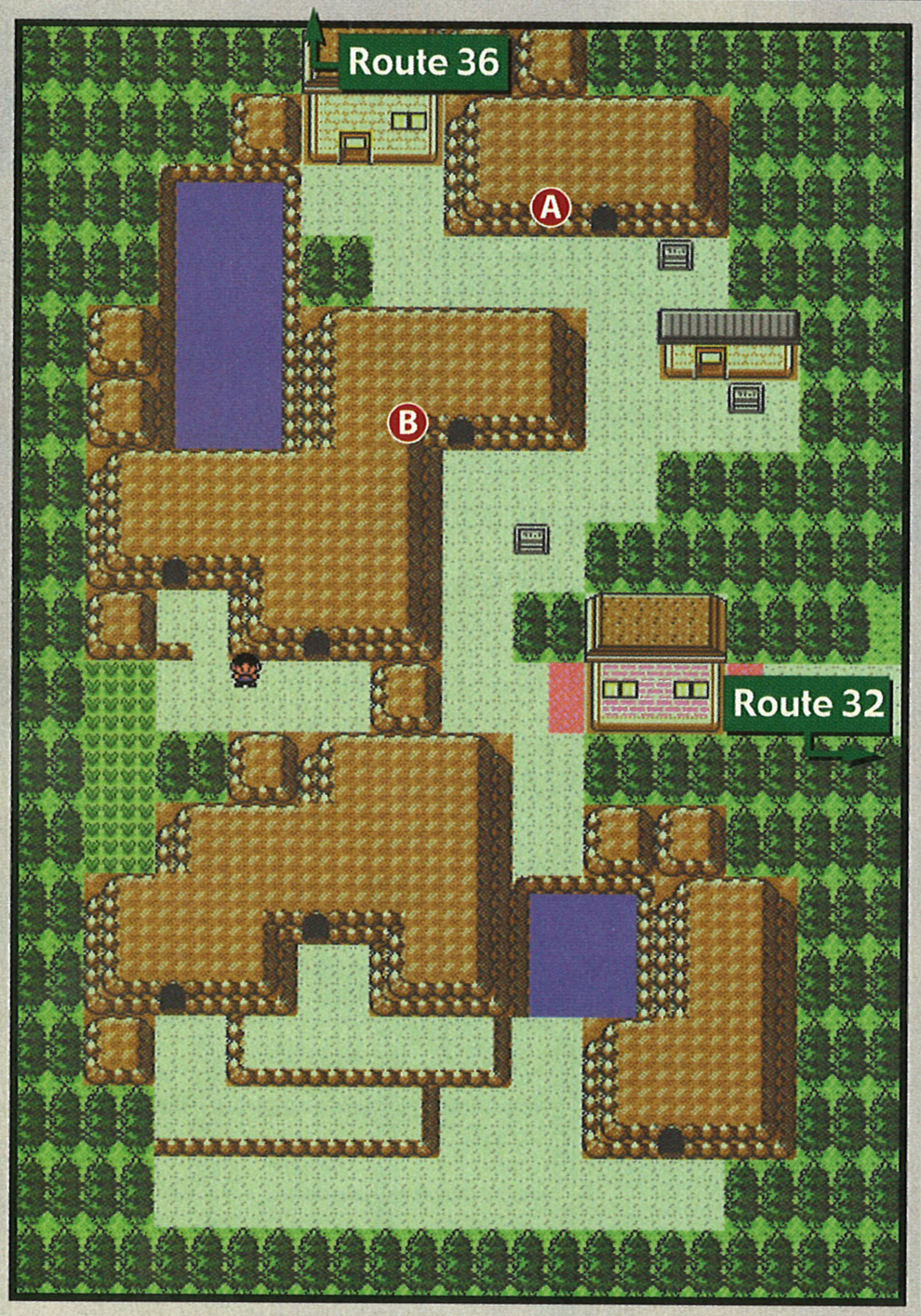
Mysteries of the Ruins of Alph, Part I



There are four rooms in the Ruins of Alph, but for now, you'll only be able to get to one (we'll cover the rest on page 53). Inside you'll find the first of four puzzles where you have to make a picture out of sliding tiles (see page 104 for solutions). When you succeed, you'll be dumped down to B1 where you'll fight odd "Unown" Pokémon. Catch three or more, and when you get back out, one of the scientists will take you back to the lab and give you a special Unown Pokédex so you can keep track of all the variations. Access that in the option screen of the regular Pokédex.



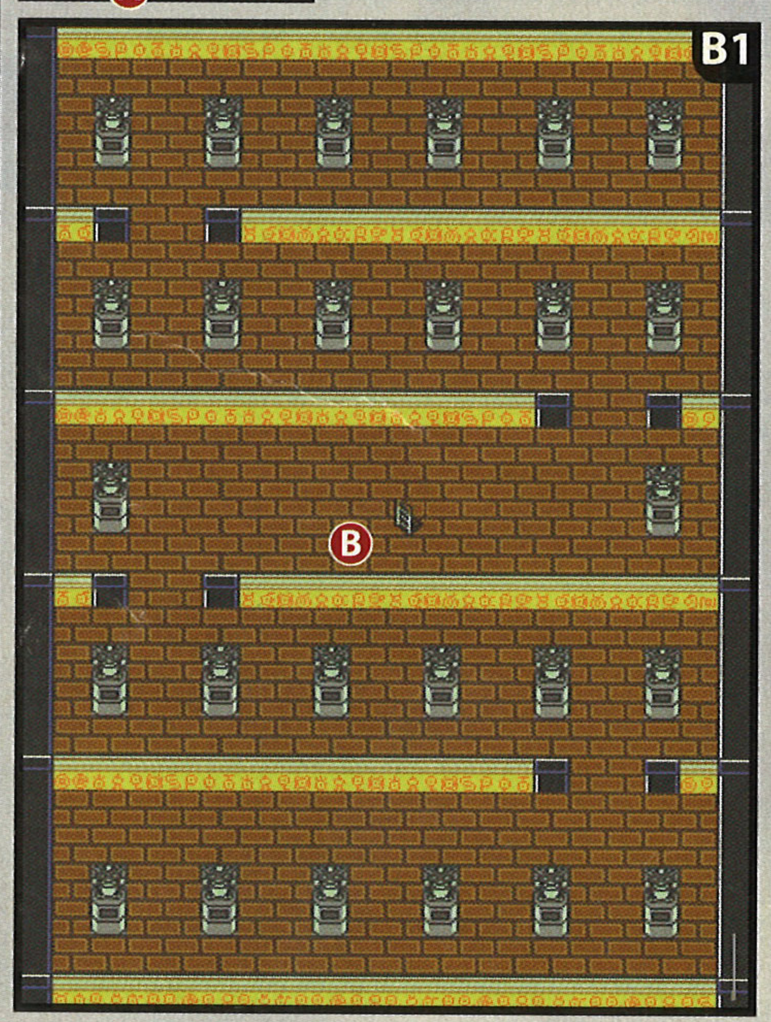




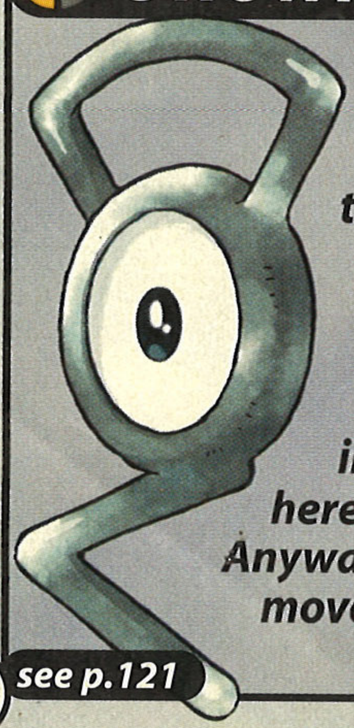
Ruins B1 (Gold/Silver)	Morning	Day	Night
Unown	100%	100%	100%

Collect Them All and Win!

There are different versions of the Unown Pokémon. If you catch one of each and talk to the scientists, they'll let you print out the Unown on your Game Boy printer. But you won't be able to catch more than A-to-K now; You'll need to solve the other puzzles to get the rest.

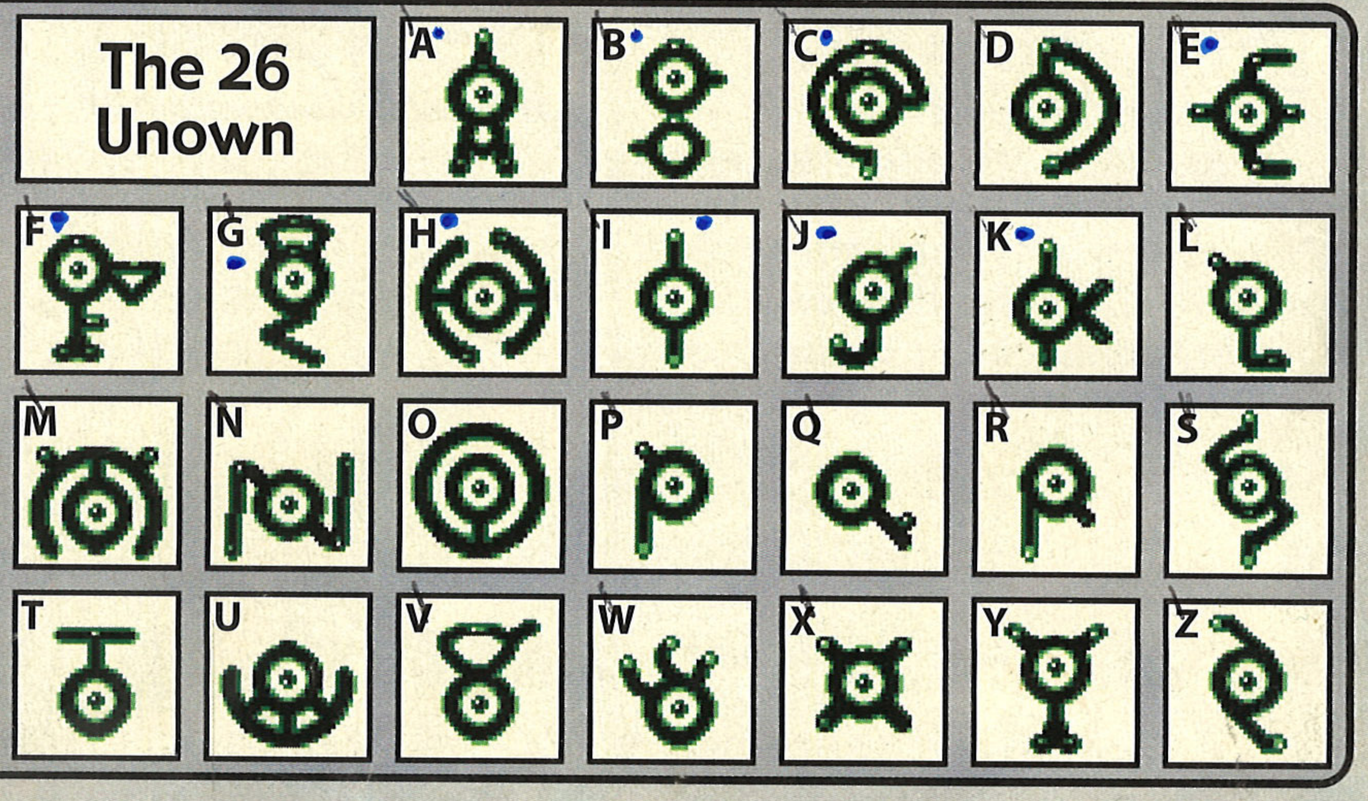


Unown



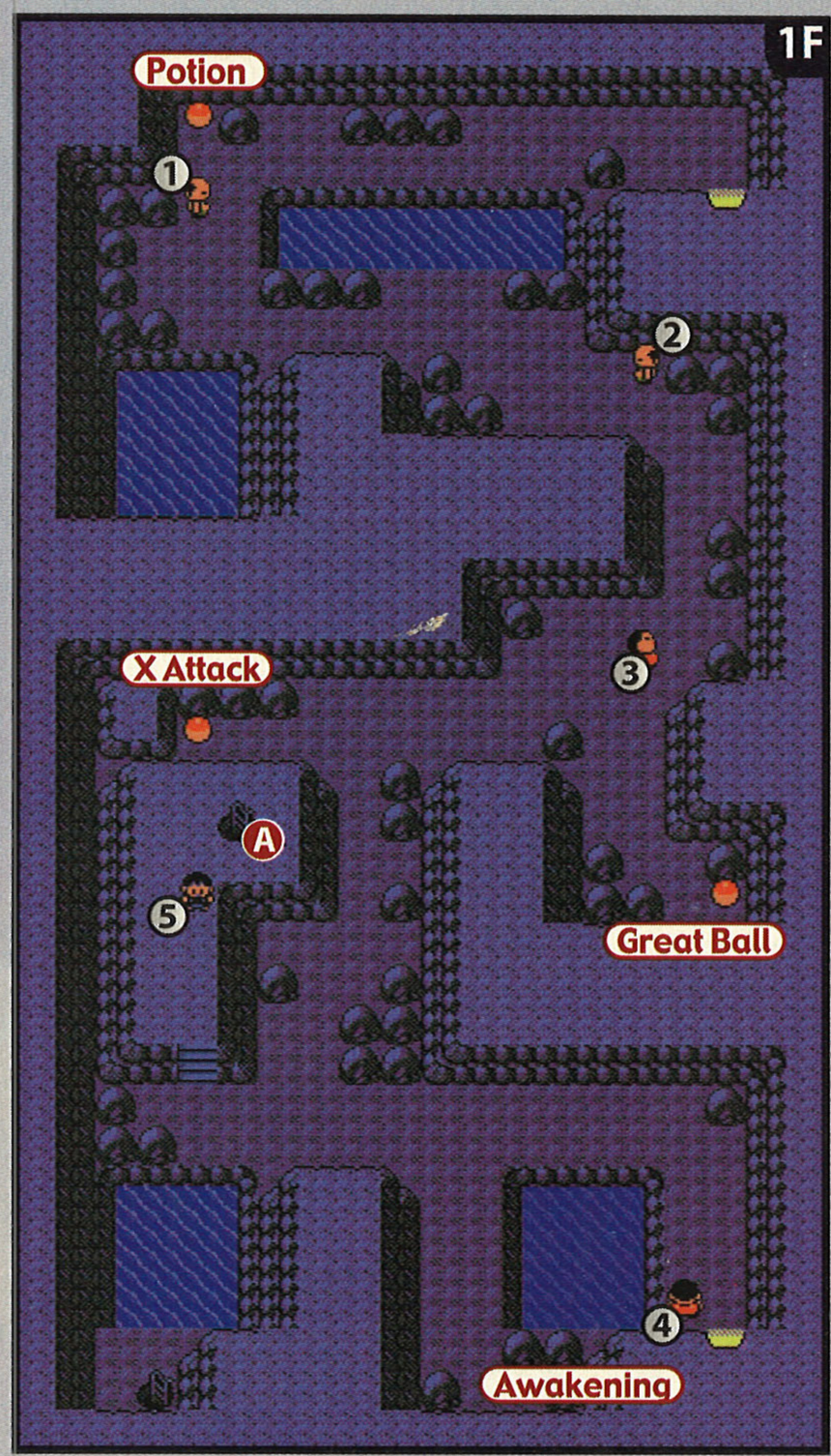
The Unown are an English cipher: Each variation represents a letter that it (sort of) resembles, and can be used to decipher the words that appear under each entry in your Unown Pokédex. But what do the words mean? Are they instructions from an alien intelligence? Are the Unown here to "Nuzzle" us? Disturbing. Anyway, the Unown have only one move, the mysterious, seemingly random Hidden Power.

see p.121



Union Cave

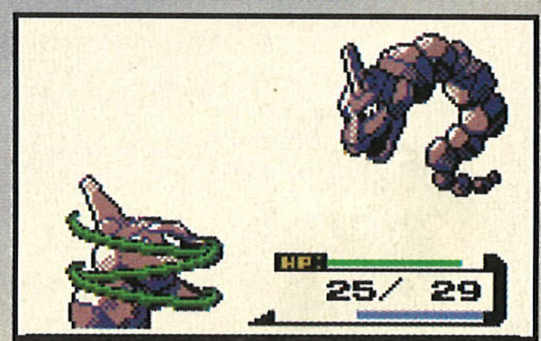
section **C-3**



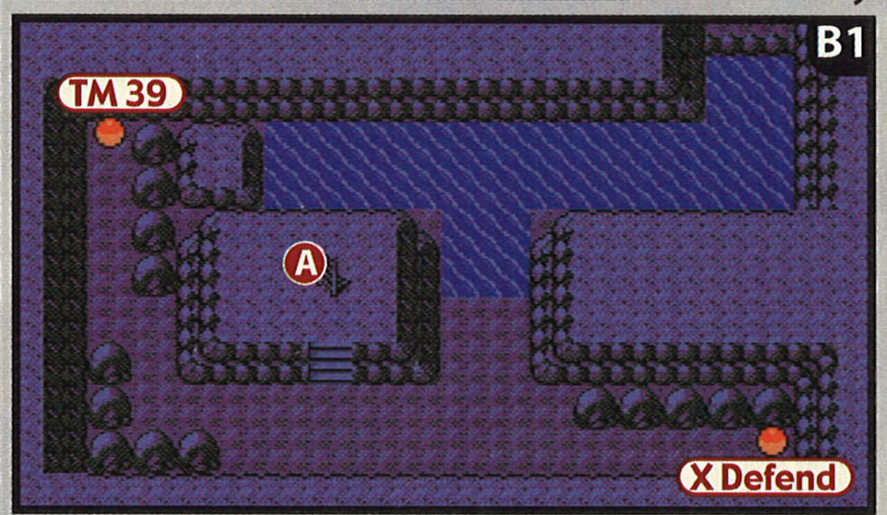
Take a Short Detour for TM 39

1 Daniel ₽352	Onix Level 11
2 Russell ₽250	Geodude Level 04
	Geodude Level 06
	Geodude Level 08
3 Bill ₽288	Koffing Level 06
	Koffing Level 06
4 Ray ₽432	Vulpix Level 09
5 Larry ₽600	Slowpoke Level 10

This cave is pretty simple: Just head south, fighting the trainers when you must and picking up items where you can. But if you have the fortitude to handle a short detour, take the stairs at point A. You won't get far in level B1, but you can easily get to TM 39. It contains Swift, a strong Normal attack that always hits and can be learned by most Pokémon.



There are some tough battles here, like this level 10 Onix. Your own Onix can probably take it, but using Grass and Water Pokémon would be a better idea.



Cave 1F/B1 (Gold Version)	Morning	Day	Night
Geodude	20%	20%	20%
Onix	10%	10%	10%
Rattata	25%	25%	25%
Zubat	25%	25%	25%
Sandshrew	20%	20%	20%

Cave 1F/B1 (Silver Version)	Morning	Day	Night
Geodude	35%	35%	35%
Onix	10%	10%	10%
Rattata	30%	30%	30%
Zubat	25%	25%	25%

Cave 1F/B1 Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	80%	20%	20%
Goldeen	20%	80%	75%
Seaking	-	-	5%

Sandshrew

Only Gold players can catch a Sandshrew here, but Silver players needn't despair: They can buy one at the Goldenrod Game Corner. Sandshrew is a bit better in Gold/Silver, since it learns most of its attacks earlier and has a few new ones. But it still doesn't learn any Ground attacks, which is annoying since it's a purely Ground-type Pokémon, and suffers many Weaknesses to popular types because of it.

see p.116

Goldeen

Goldeen's a little bit more interesting in this version. That's mostly because it now learns Horn Drill, an attack that K.O.'s any Pokémon instantly 30% of the time, at level 15 (it used to be level 45). This move, combined with a couple of X Accuracy items, could wipe out a legion of opponents if you get lucky. Teach it Surf and Waterfall early (with HM's), and Goldeen's not half bad.

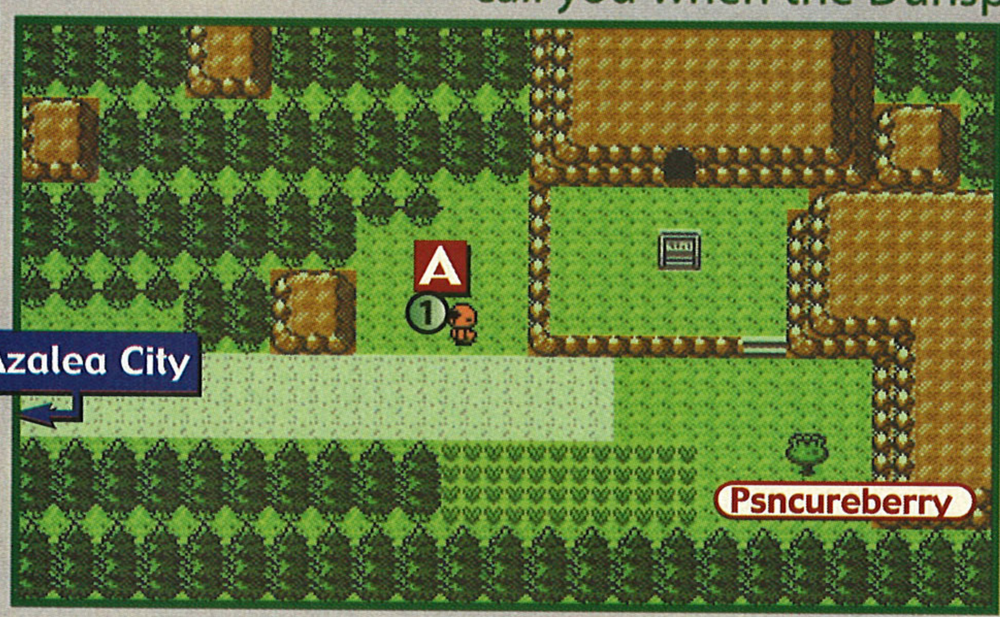
see p.127

section
C-4 ROUTE 33

A Trade Numbers With the Dark Cave Swarm Watcher

There's only one thing to do in this tiny area: Beat Anthony and trade numbers so he can call you when the Dunsparce in the Dark Cave are swarming. If you need to heal first, the town's right ahead.

If you have time to kill, this area's thin strip of grass is the first opportunity to catch a Spearow. But you'll have plenty of other chances.



Spearow *Spearow hasn't changed much since Red/Blue/Yellow. It's still a fairly useful Pokémon in the early game, but is lacking in high power techniques later on. It's still one of the fastest Pokémon and has a high attack, but isn't it time Spearow got a third evolution?*

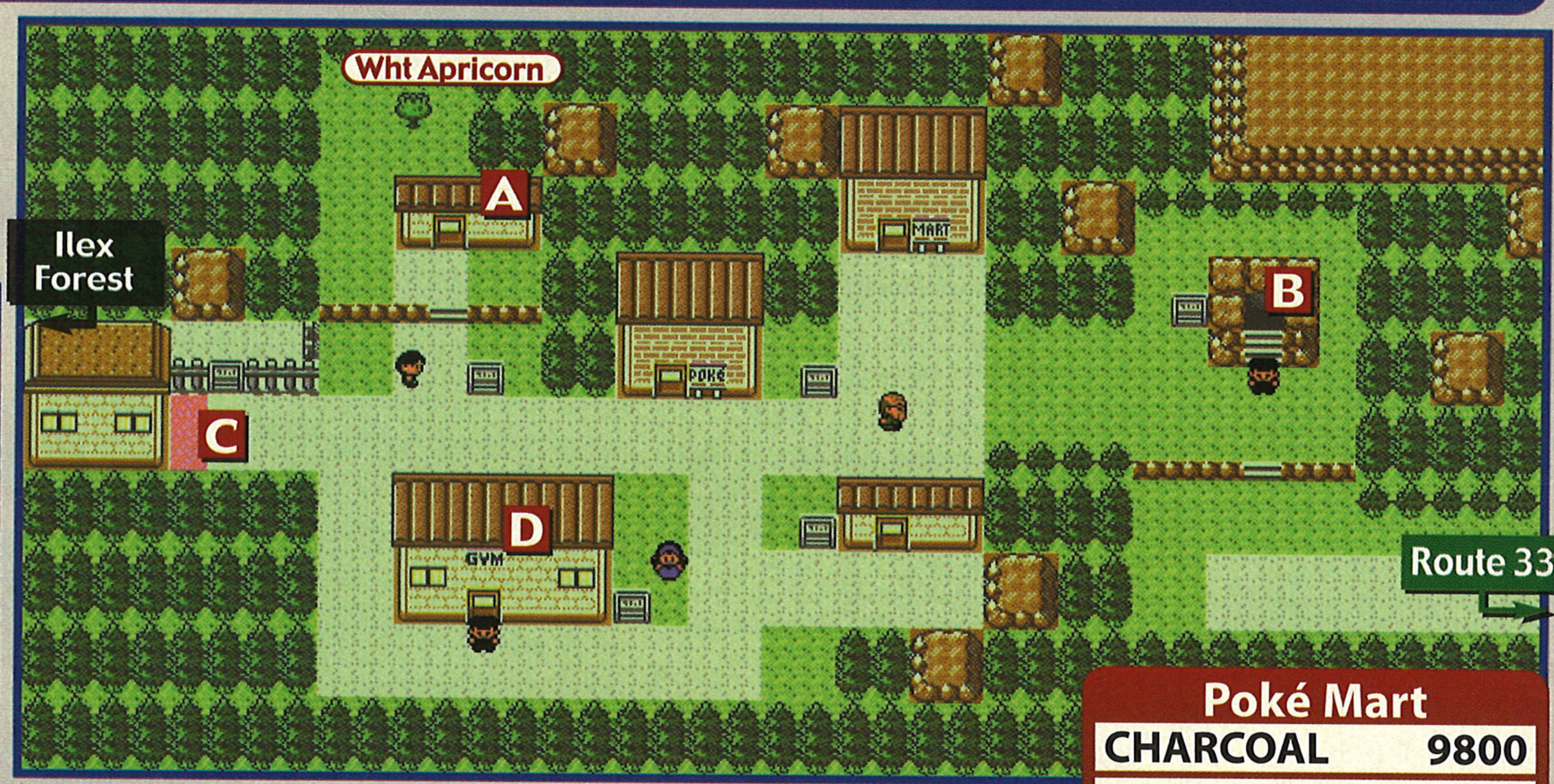
see p.103

Route 33 (Gold Version)	Morning	Day	Night
Spearow	25%	12%	-
Hoppip	40%	40%	-
Zubat	15%	-	40%
Rattata	20%	48%	60%

Route 33 (Silver Version)	Morning	Day	Night
Spearow	25%	40%	-
Hoppip	40%	20%	-
Zubat	15%	-	50%
Rattata	5%	20%	28%
Ekans	15%	20%	22%

1 Anthony ₽320
Geodude Level 11
Machop Level 11

section
C-5 AZALEA TOWN



A Rockets Attack

Three years later, and Team Rocket is still up to their old tricks. They've taken over much of Azalea, and Kurt the blacksmith (visit him first at point A) is gonna do something about it. He could probably use some backup, so follow him into Slowpoke Well at point B.

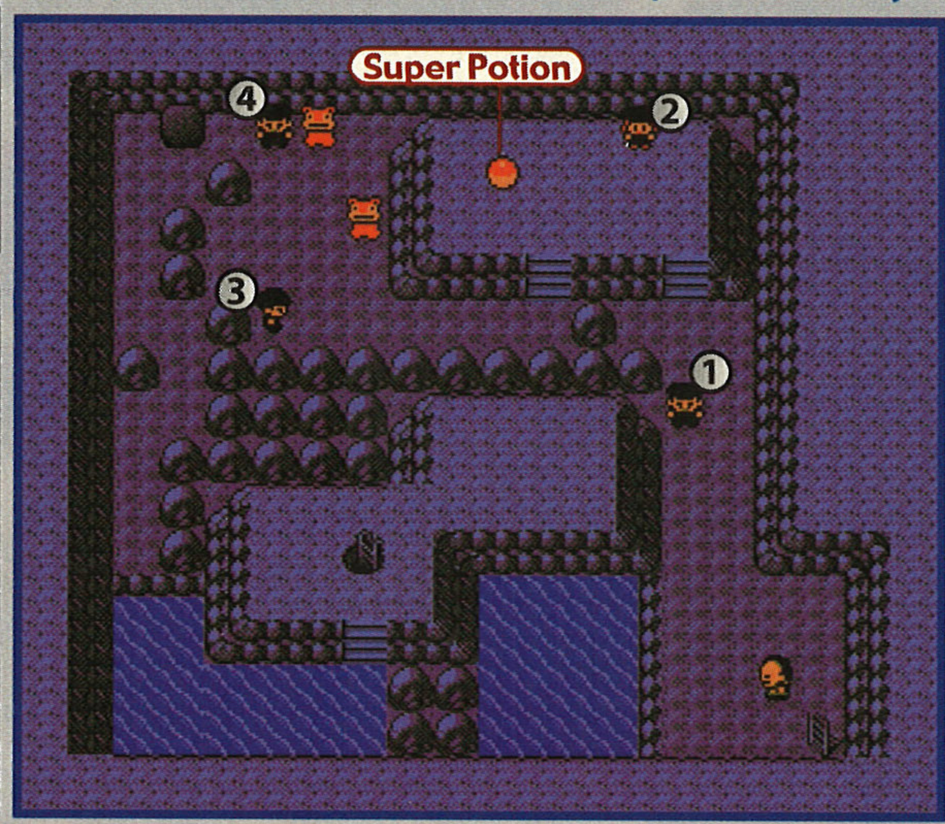
Poké Mart

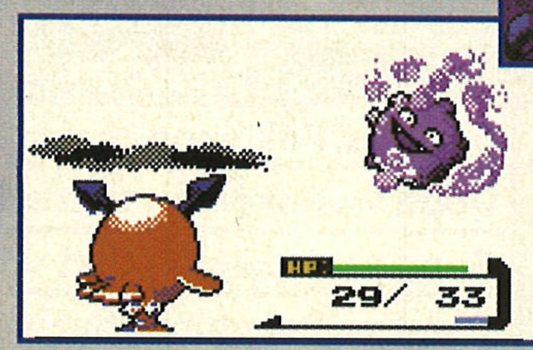
CHARCOAL	9800
POKé BALL	200
POTION	300
SUPER POTION	700
ESCAPE ROPE	550
REPEL	350
ANTIDOTE	100
PARLYZ HEAL	200
FLOWER MAIL	50

1	Rocket ₽360
	Rattata Level 09
	Rattata Level 09
2	Rocket ₽440
	Zubat Level 09
	Ekans Level 11
3	Rocket ₽360
	Rattata Level 07
	Zubat Level 09
	Zubat Level 09
4	Rocket ₽352
	Koffing Level 14

B Big Trouble at the Bottom of Slowpoke Well

Kurt cleared the way, but now you're the one who has to do the dirty work. To save the Slowpoke, you'll need to defeat Rocket #4 and his single level 14 Koffing. If you win, the Rockets will vanish, but you still won't be able to proceed any farther in the Well without Strength (HM 04) and Surf (HM 03).





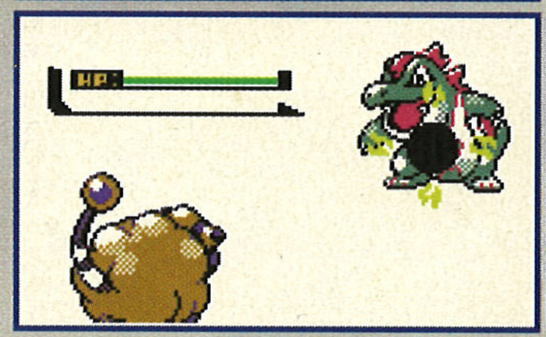
Above: This Slowpoke is carrying a message you can intercept... Left: The Koffing is a dire threat. Make sure you have enough Pokémon to survive a possible Selfdestruct.

Slowpoke Well (Gold/Silver)	Morning	Day	Night
Zubat	80%	80%	80%
Slowpoke	20%	20%	20%

Slowpoke Well Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	90%	30%	30%
Goldeen	10%	70%	65%
Seaking	-	-	5%

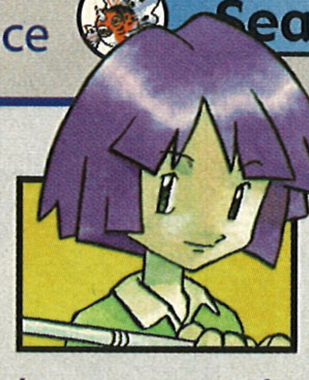
C Heal and Save Before Your Rival Strikes!

Once you've cleared out the Rockets, you can enter the Gym whenever you want. But when you try to leave Azalea to the west (before or after the Gym), your Rival will appear to challenge you. Make sure you heal and save first! Since his starter is usually his strongest Pokémon, it pays to train a strong Pokémon of the type it's most vulnerable to.



Rival ₽960	
Gastly Level 12	
Zubat Level 14	
(Starter) Level 16	?

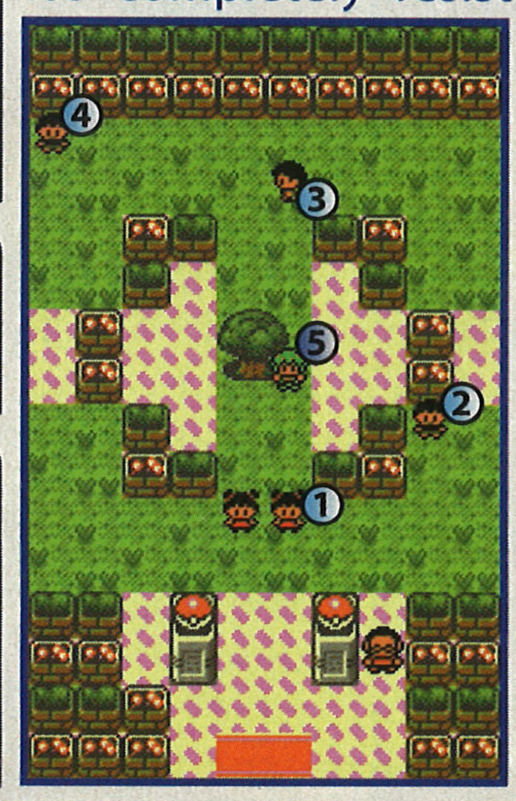
1	Amy+May ₽200
	Spinarak Level 10
	Ledyba Level 10
2	Al ₽192
	Caterpie Level 12
	Weedle Level 12
3	Benny ₽168
	Weedle Level 07
	Kakuna Level 09
	Beedrill Level 12
4	Josh ₽208
	Paras Level 13
5	Bugsy ₽1600
	Metapod Level 14
	Kakuna Level 14
	Scyther Level 16

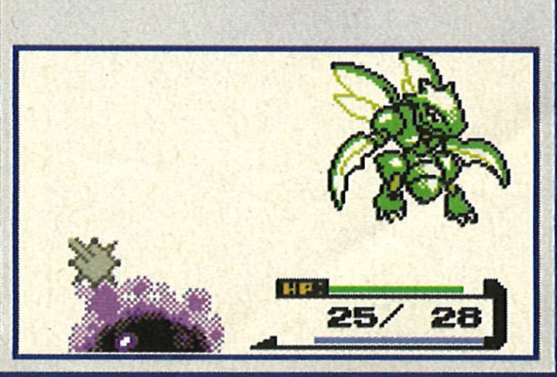


D Fight for the Hive Badge

If you chose Cyndaquil as your starter, you'll be in great shape for this Gym. But other players will have to rely on Pokémon with Flying techniques, like Pidgey's Gust or Spearow and Hoothoot's Peck, or Pokémon with Rock techniques like Geodude and Onix's Rock Throw.

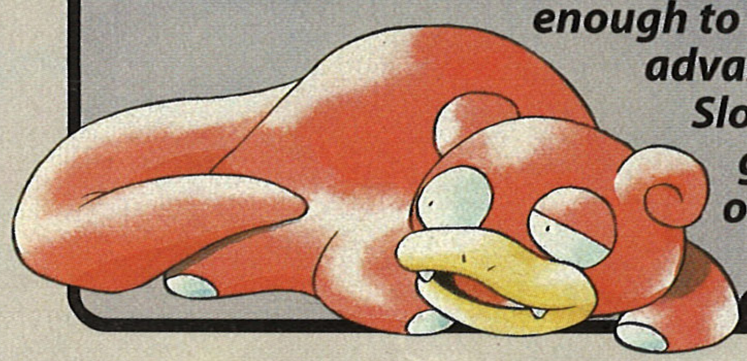
Of course, even your strongest Pokémon may not last long against Scyther's Fury Cutter. Fire, Flying, and Ghost Pokémon have partial resistance to this attack, but a Ghost is the best since it's completely resistant to Scyther's other attacks. Of course, a Gastly can't dish out much damage, so save some of your other big guns, like Onix or Geodude, for this difficult final battle.





Slowpoke

Slowpoke is off to a slower start than it was in Red/Blue/Yellow, starting with Tackle instead of Confusion (which it now learns at level 20). But now it has a second evolution, into Slowking, a great Pokémon with stats that are high enough to take full advantage of Slowpoke's great set of moves.



see p.128

Kurt Will Forge New Balls!

Once you've defeated the Rockets, Kurt will reward you with a Lure Ball and re-open his shop. He forges Balls from Apricorns, which are found in certain Berry trees. There are seven different kinds of Apricorns, and each one will make a different Ball (see the chart below for details). The only kind you can get now are the White Apricorns, which can be found right near Kurt's House. Like Berries, the Apricorns grow back every day.

It takes Kurt one day to make each Ball, so you'll have to bring him the Apricorn, and then wait till the next day to come pick it up (if you then want him to start on another, leave his house and come right back in). The wait is a pain, but a few of the balls are worth the trouble.

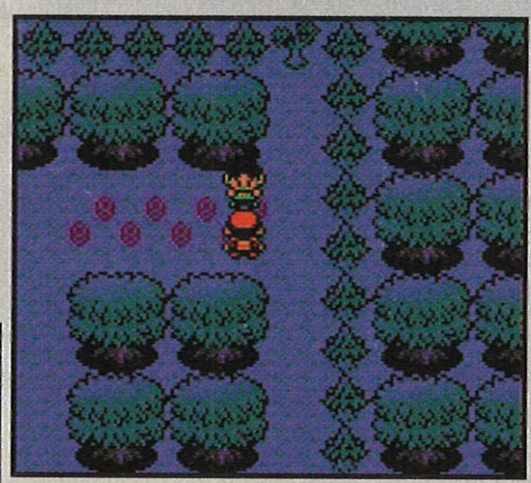
Apricorn	Ball	Special Property of Ball
White	Fast Ball	Good vs. Pokémon that try to run away
Red	Level Ball	Good vs. Pokémon that are lower level than yours
Blue	Lure Ball	Good vs. Pokémon that you fish for
Black	Heavy Ball	Good vs. Pokémon that weigh a lot
Peach	Love Ball	Good vs. Pokémon that are the opposite gender of yours
Green	Friend Ball	Pokémon captured with this start with better mood
Yellow	Moon Ball	Good vs. Pokémon that evolve with Moon Stones

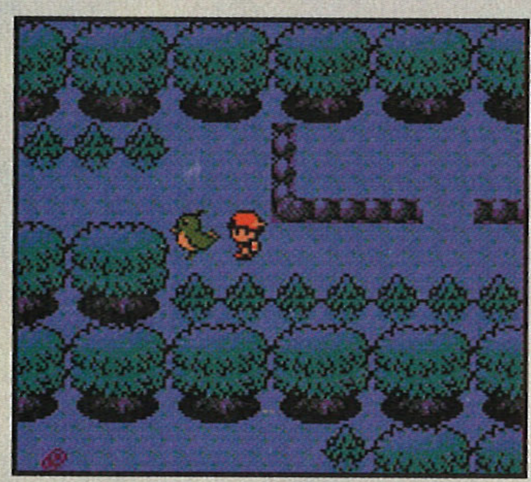
section C-6

ILEX FOREST

A B Find The Charcoal Maker's Apprentice, and Earn HM 01 (Cut)

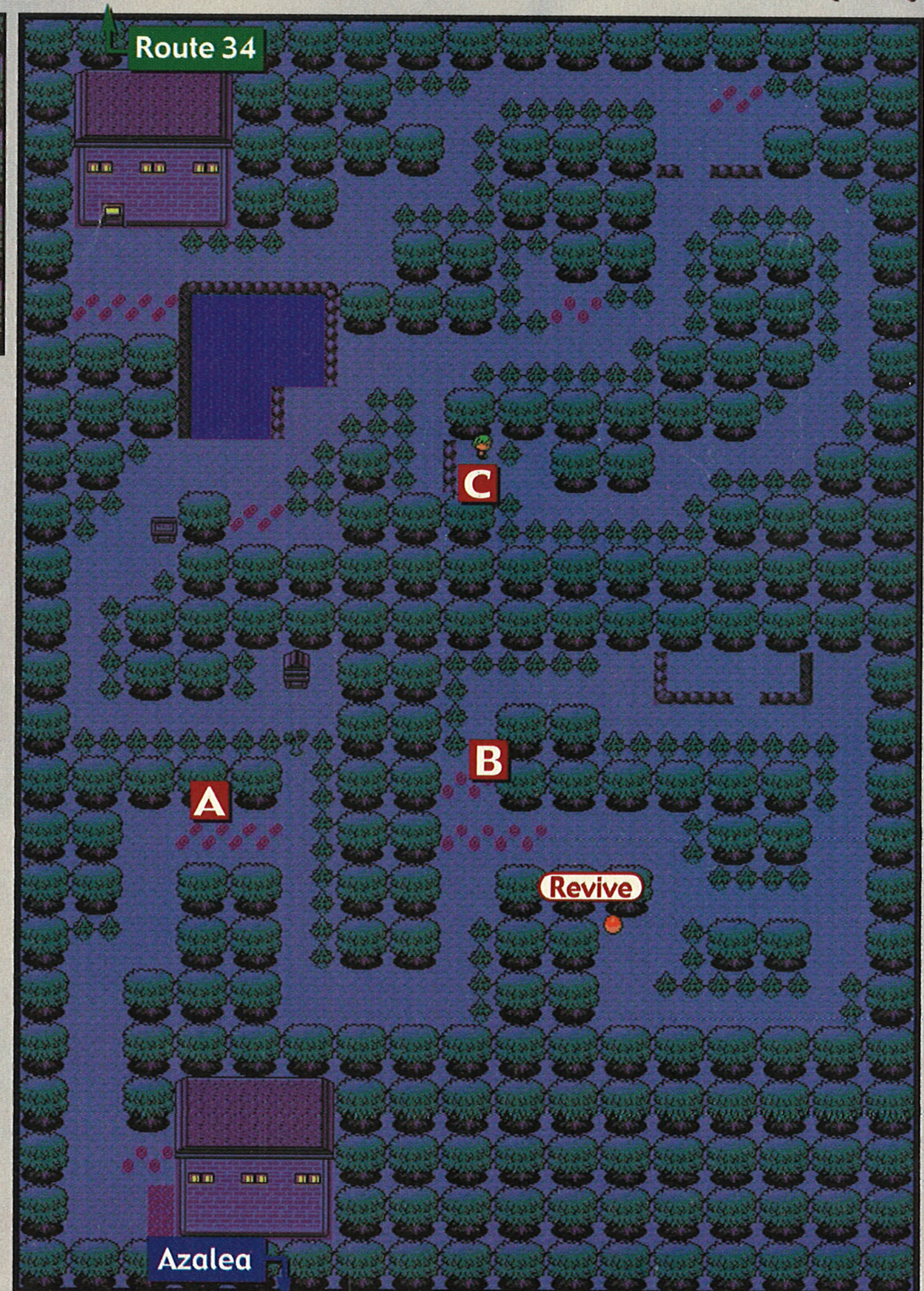
The charcoal maker, who lives in Azalea's southeast, hasn't seen his apprentice since he went into the forest. You'll find him safe, but his Farfetch'd is lost.

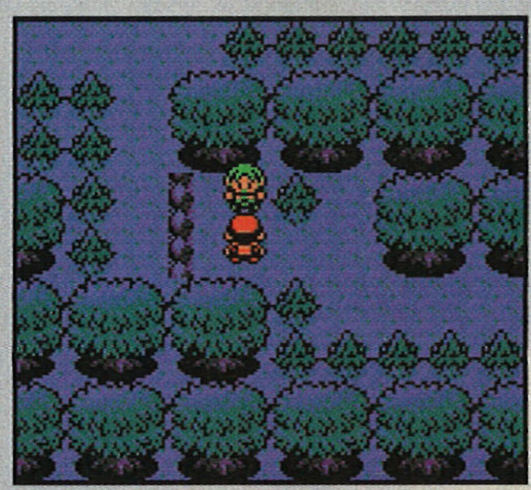




It's at Point B, but when you approach it, it runs away. So you'll need to loop around and come at from it behind, chasing it right into its master's arms!

He'll reward you with HM 01, Cut, which when learned by a Pokémon in your party, allows you to cut trees like the one shown to the left. If you go back to Azalea, the apprentice will give you a Charcoal, which powers up Fire-type moves!





C Get TM 02 (Headbutt)

You have to go a bit out of your way to get to this guy, but it's an opportunity you won't want to miss. He gives you TM 02, which can teach Headbutt to a Pokémon. This is a useful attack, and its also the key to getting four Pokémon you wouldn't be able to get any other way! See the bottom of this page for details.

Ilex Forest (Gold Version)	Morning	Day	Night
Caterpie	30%	50%	-
Metapod	20%	10%	-
Zubat	15%	-	20%
Paras	10%	15%	30%
Oddish	25%	25%	50%

Ilex Forest (Silver Version)	Morning	Day	Night
Weedle	20%	20%	-
Kakuna	12%	15%	-
Zubat	20%	-	20%
Paras	24%	25%	30%
Oddish	24%	40%	50%

Ilex Forest Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	80%	50%	20%
Poliwag	20%	50%	80%

Oddish

The Oddish family has a few new tricks. One is Moonlight, a high-level move which recovers HP, but the amount changes based on the time of day. The other is Bellossom, a new evolution (It's not a fourth form, but an alternative to Vileplume). Some of its stats are weaker than Vileplume's, but Bellossom is now the only Oddish relative that can learn Solar Beam.

see p.130

Poliwag

Like Oddish, Poliwag has a new form, Politoed, that's an alternative to Poliwrath. Each learns two exclusive moves, but none of them are anywhere near as good as the Hydro Pump that Poliwag and Poliwhirl would learn if you didn't evolve them until much later. Other changes include a new high-level move that maxes out Poliwag's strength... in exchange for half its HP. Ouch.

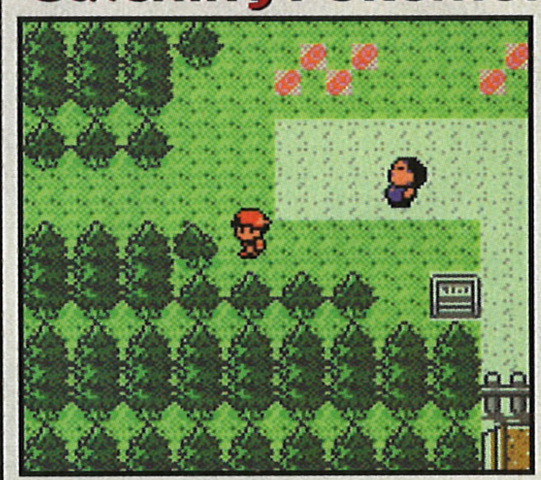
see p.125

Paras

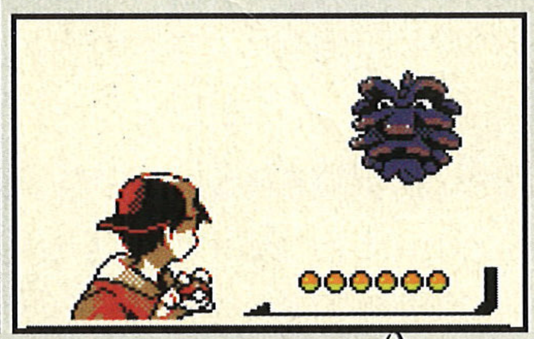
Paras doesn't have any new forms, but it does have a couple of new moves, including Poison Powder, and Grass-type's new power move, Giga Drain. These round out a decent move set that includes Paras's trademark puts-them-to-sleep-100%-of-the-time Spore move. Too bad that Paras is still one of the slowest Pokémon in the game.

see p.124

Catching Pokémon With the Art of the Headbutt



In battle, Headbutt has a power of 70 and makes opponents Flinch 30% of the time. That's a great attack, but Headbutt is even better on the field! Whenever you see one of the little trees like in the picture to the left, you can use Headbutt to hit it, possibly knocking out a Pokémon! In forested areas like these, it will always be a member of the Caterpie or Weedle family (depending on your version), or one of the Pokémon shown below.



Pineco

This is one enraged pine cone! Pineco and its evolved form Forretress specialize in moves that do major damage to opponents...and themselves! Selfdestruct, Explosion, Take Down, Double Edge, that sort of thing. It can dish out the beatings, but it won't last long.

see p.133

Exeggcute

Now more than ever, evolution timing is the key for Exeggcute and Exeggutor. Stick with Exeggcute if you want to learn Solar Beam, evolve into Exeggutor early if you want to learn Stomp and Egg Bomb.

see p.137

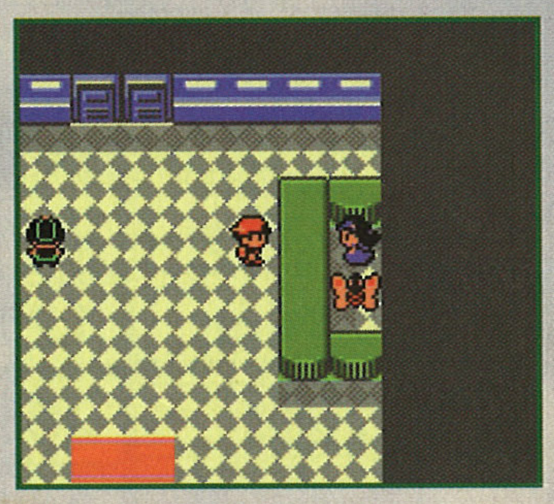
Section D: Goldenrod's Plain Badge

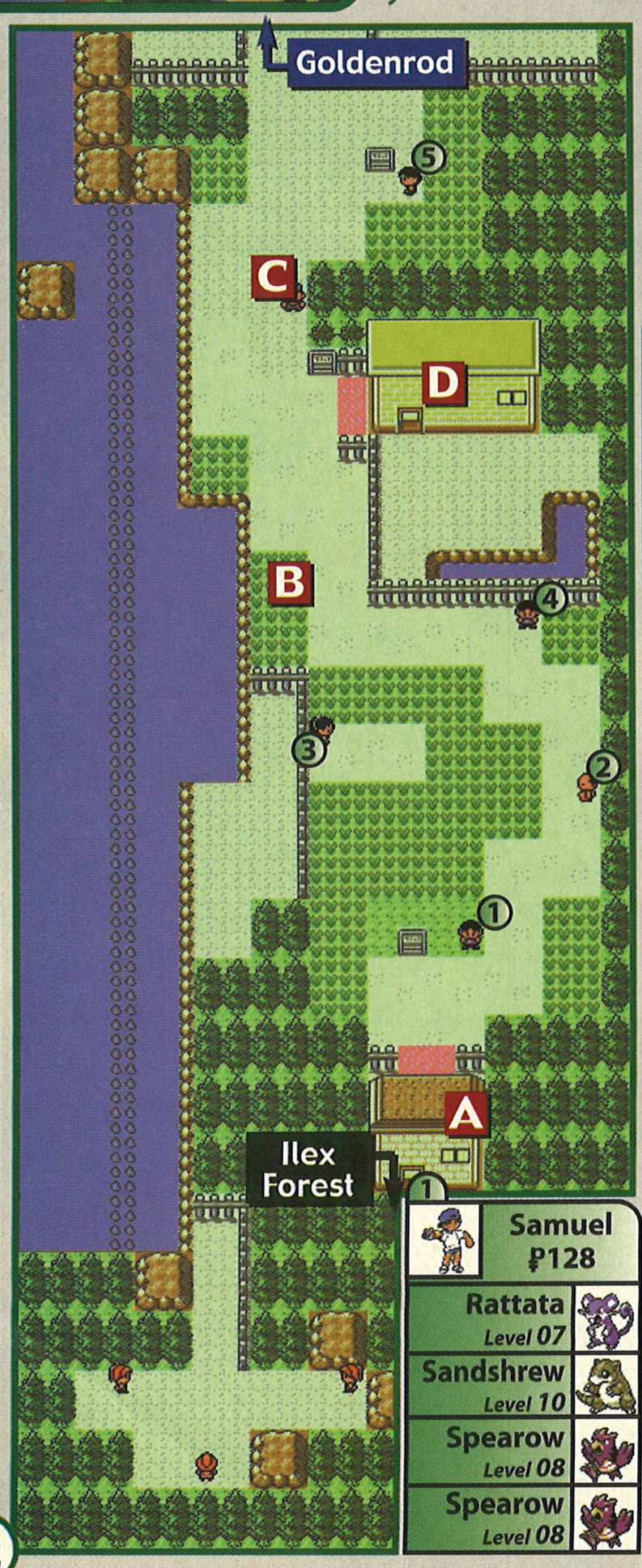
Goldenrod is the biggest city in Johto, and there's a ton of things to do there. You can breed Pokémon at the nearby Day-Care, gamble for prizes at the Game Corner, shop at the Department Store, get a bike, visit the Radio Station... And, of course, challenge Whitney for the Plain Badge.

section D-1 Route 34

A Free TM 12 (Sweet Scent) in Guard House

The lady with the Butterfree behind the counter will give you a free TM 12 when you complete Ilex Forest. This move makes it harder for opponents to dodge in battle (which is fairly pointless), and can be used out of battle to lure a wild Pokémon into a battle with you (but only in areas where Pokémon naturally occur).

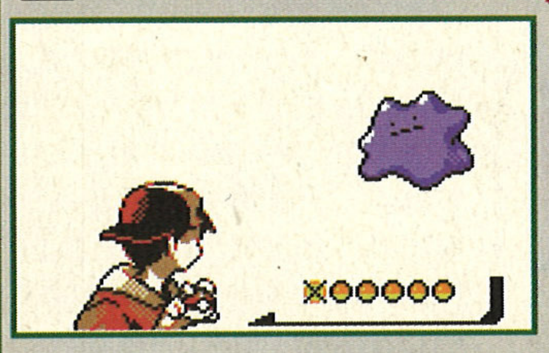




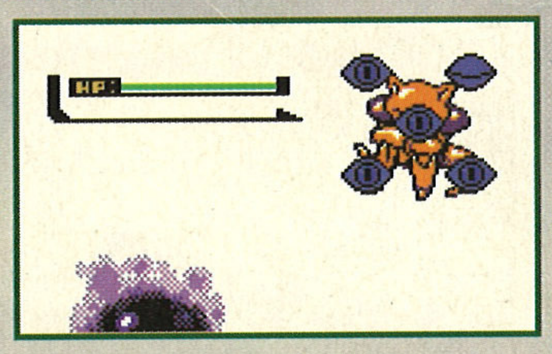
1 Samuel	₽128
Rattata	Level 07
Sandshrew	Level 10
Spearow	Level 08
Spearow	Level 08

2 Brandon	₽1040
Snubbull	Level 13
3 Gina	₽240
Hoppip	Level 09
Hoppip	Level 09
Bulbasaur	Level 12
4 Ian	₽192
Mankey	Level 10
Diglett	Level 12
5 Todd	₽280
Psyduck	Level 14

B Difficult to Catch, but Well Worth the Trouble



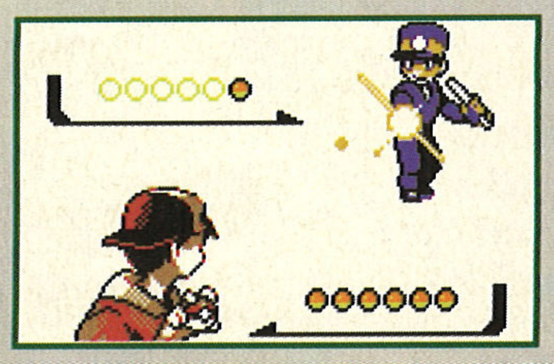
This area is full of interesting Pokémon. Drowzee are the most common, and you may want to snag a pair since someone in Goldenrod City will trade you a Machop for one. Abra abound here too, but they always Teleport away immediately. That's where Gastly comes in: Use its Mean Look as your first attack and Abra won't be going anywhere. Make sure to snag some Ditto, too; their ability to breed with anything makes them one of the game's most useful Pokémon.

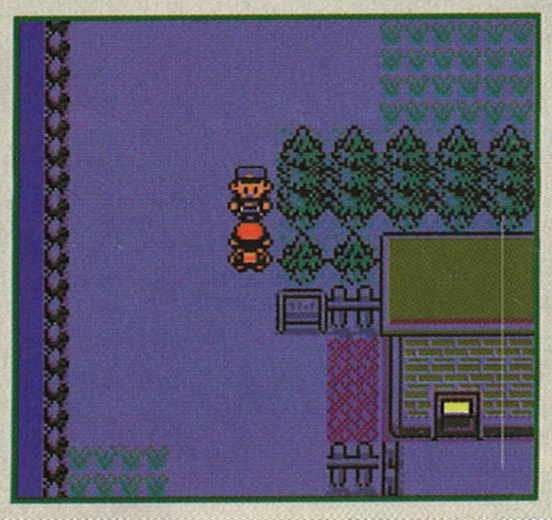


C The Skittish Guard Attacks at Night

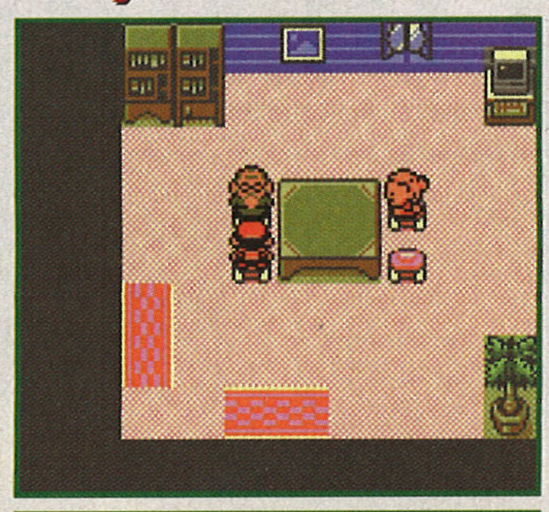
Keith	₽680
Growlithe	Level 17

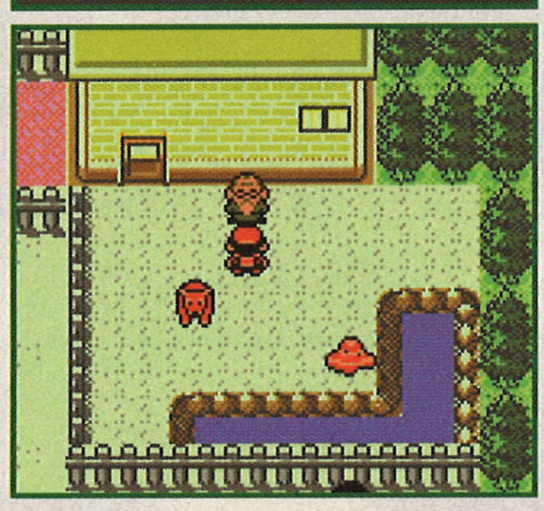
The guard at Point C is so concerned about crime that he attacks anything that moves at night... Even you! But if you can handle his Level 17 (!) Growlithe, you can earn a couple bucks by beating him.





D Breed Pokémon at the Day-Care





This nondescript building is one of the most important areas in the game. Like the Day-Care in Red/Blue/Yellow, the Pokémon you leave here will gain one EXP for every step you take. But if you leave both a male and a female, you may return to find that they've laid an egg.

Keep it in your party, and the egg will eventually hatch, like Togepi below. Breeding Pokémon like this is the only way to get more of certain Pokémon (like Eevee) and to get new baby Pokémon like Pichu.

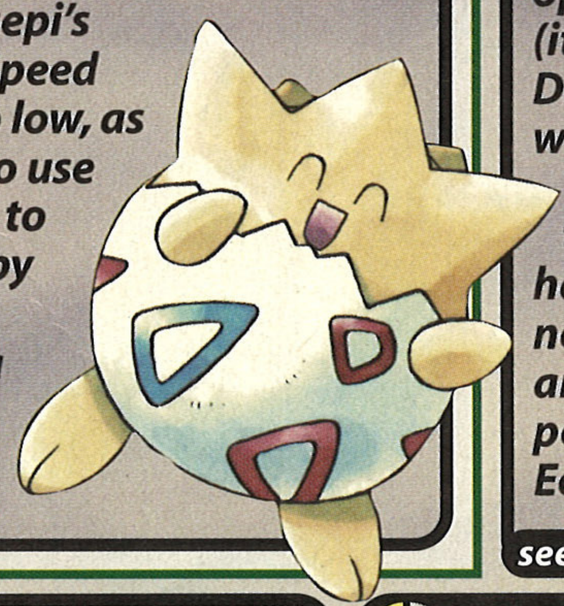
If you don't have a breeding pair, a similar Pokémon may suffice, or you can use a Ditto. They won't always mate, but it's worth a try. And just 'cause one pair doesn't work doesn't mean those two species can't breed, just that those two individuals can't. If they're gonna do it, it won't take long, but you can save time by looking at the Pokémon in the pen. If it says that they seem interested in each other, expect an egg.

Has Professor Elm's Egg Hatched Yet?

Speaking of eggs, this is around the time that the egg Professor Elm gave you should be hatching. If it already has, congratulations! If not, check the egg's stats under your Pokémon menu: the message there will give you an indication of how far along it is.

Togepi

Togepi has a lot of fun attacks, like random move-unleashing Metronome (at level 7) and Encore, which forces your opponent to repeat its last attack 2-6 times (at level 25). It's too bad that Togepi's Attack and Speed scores are so low, as you'll need to use it constantly to make it happy enough to evolve into a Togetic.



see p.115

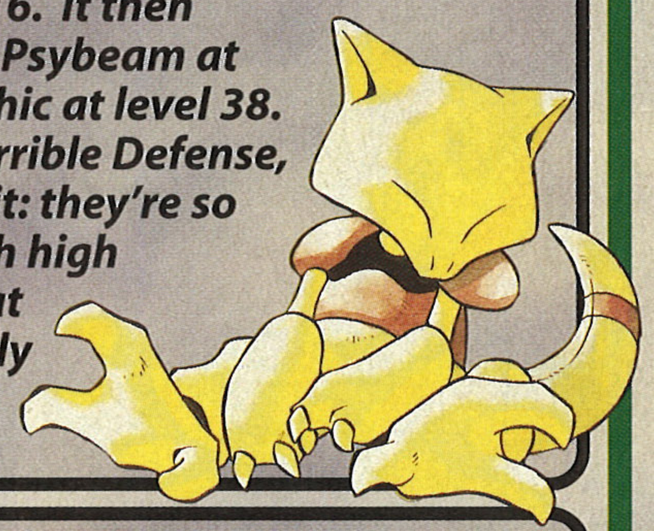
Route 34 (Both Versions)	Morning	Day	Night
Abra	12%	12%	12%
Drowzee	40%	40%	40%
Rattata	36%	36%	36%
Ditto	12%	12%	12%

Route 34 Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	10%	50%	-
Krabby	90%	40%	50%
Kingler	-	-	25%
Corsola*	-	10%*	25%*
Staryu*	-	10%*	25%*

*Corsola do not appear at night, Staryu only appear at night.

Abra

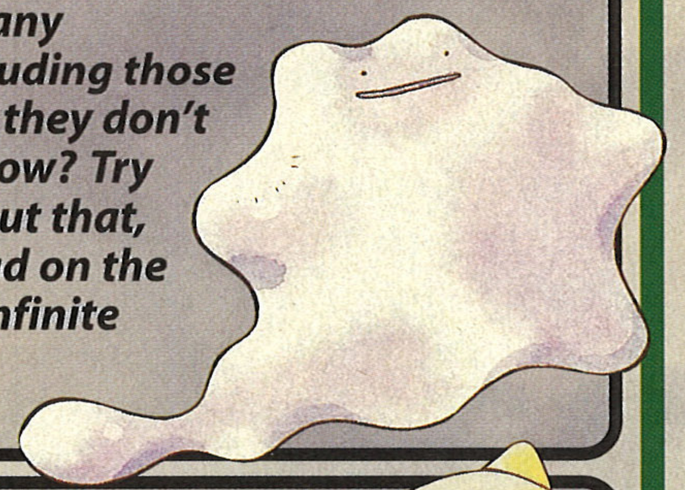
Abra can't do anything but Teleport, until it evolves into Kadabra at level 16. It then learns Confusion, Psybeam at level 21, and Psychic at level 38. This family has terrible Defense, but hardly needs it: they're so fast and have such high Special Attack that they can frequently win on turn 1.



see p.132

Ditto

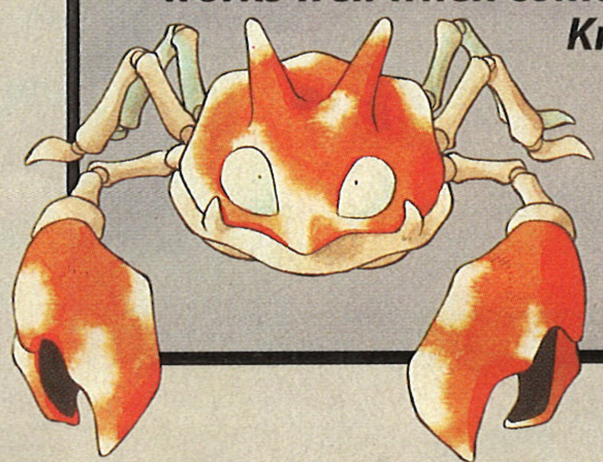
In battle, Ditto is still a one-trick pony that can copy any opponent's moves but sadly, not their stats (its stats are very low). But outside of battle, Ditto is a love machine, capable of mating with just about any Pokémon, including those that seem like they don't have genders. How? Try not to think about that, and focus instead on the possibilities of infinite Eevee!



see p.133

Krabby

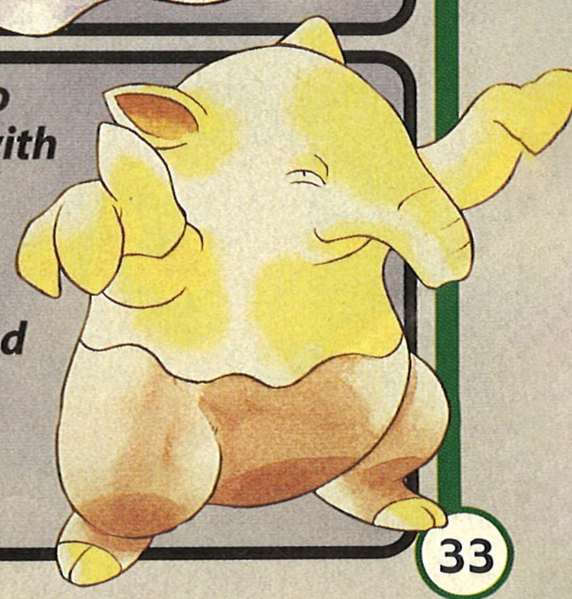
Outside of one new Defensive technique (Protect, which only works well when combined with other moves that Krabby can't learn), this is the same old Krabby. Its strengths are good water attacks and the ability to learn four HM's: Cut, Surf, Strength and Whirlpool.



see p.158

Drowzee

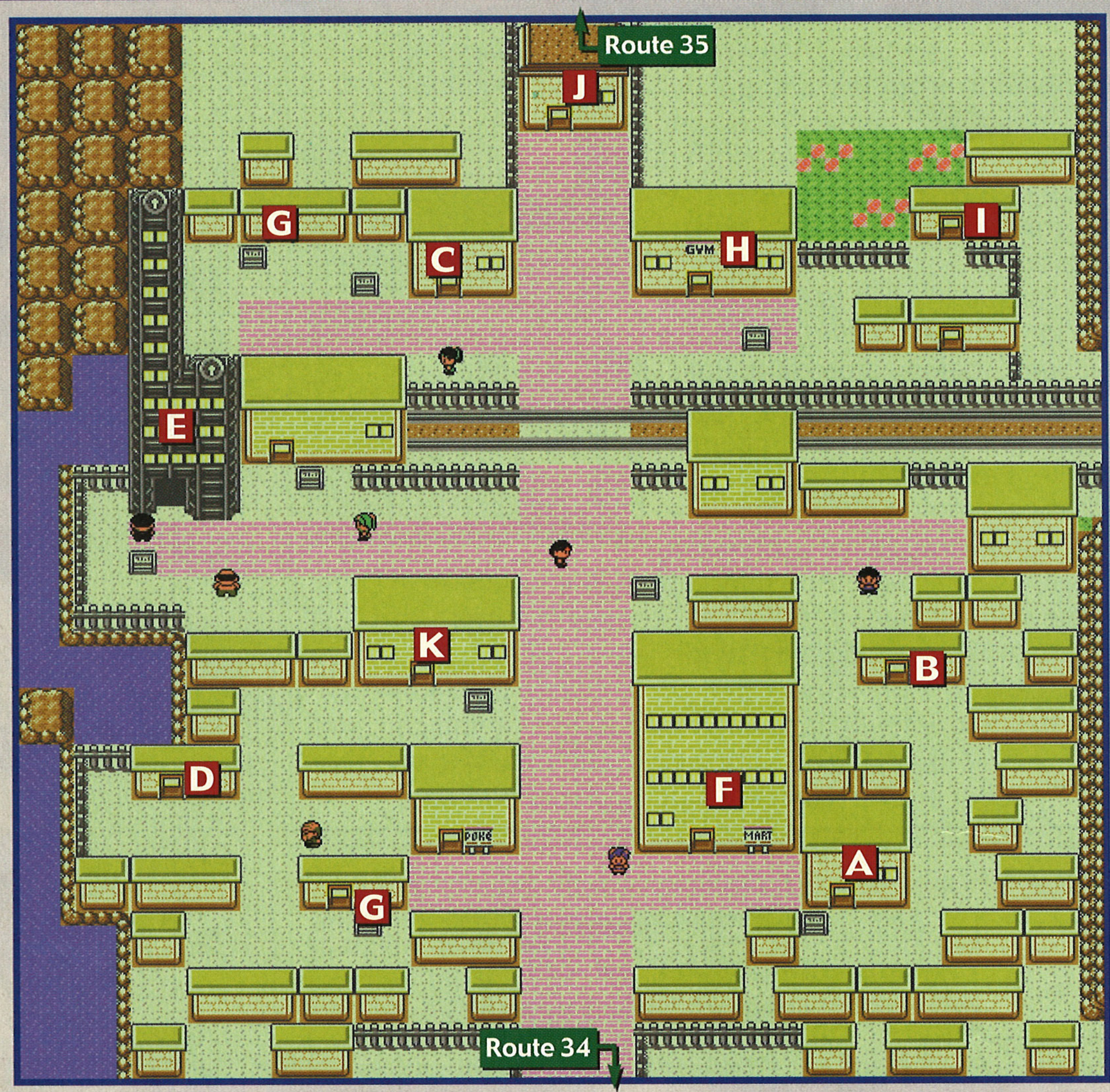
Too slow to compete with other Psychics like Mewtwo and Alakazam, Drowzee and Hypno were often overlooked in Red/Blue/Yellow. Drowzee and evolved form Hypno have a few new late game attacks in Gold and Silver, but are still just too slow.



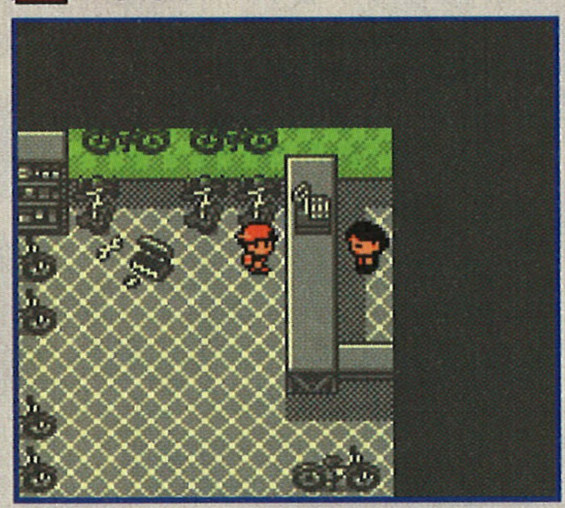
see p.131

section

D-2 Goldenrod City



A Get a Free Bike!



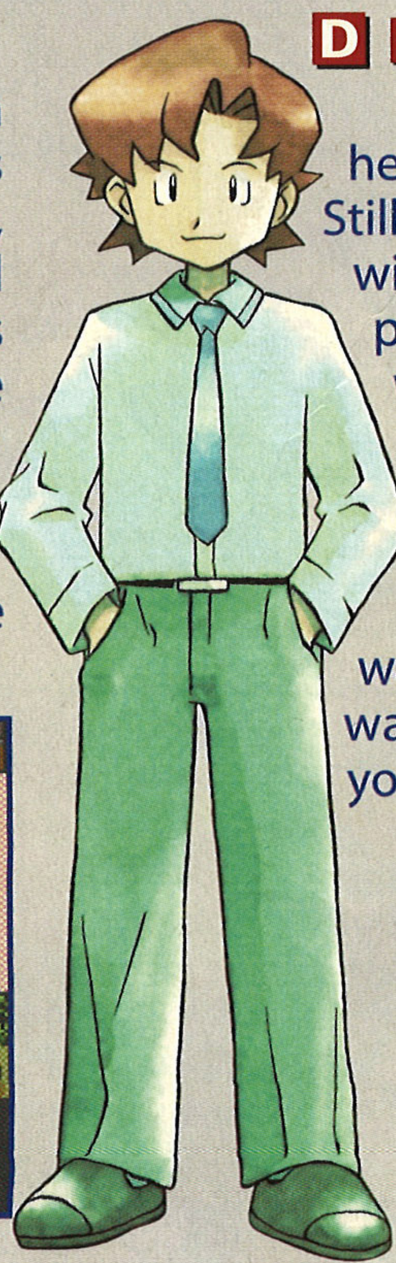
Sensing that you're a guy who gets around, the manager of the Bike Shop will offer you a freebie if you promise to advertise his shop just by riding around.

B The Tame Tester

Now in Gold/Silver, certain Pokémon evolve based on Tameness. If you want to check how they're doing, put that Pokémon in your top slot and talk to this woman. She'll tell you what your Pokémon thinks of you, so you know how much you need to spoil it.

C Name Rater

If a witty name for a favorite Pokémon has finally occurred to you, come to this guy and he'll let you change its name. Unfortunately, he won't let you change the names of Pokémon you received from other players or in-game traders.



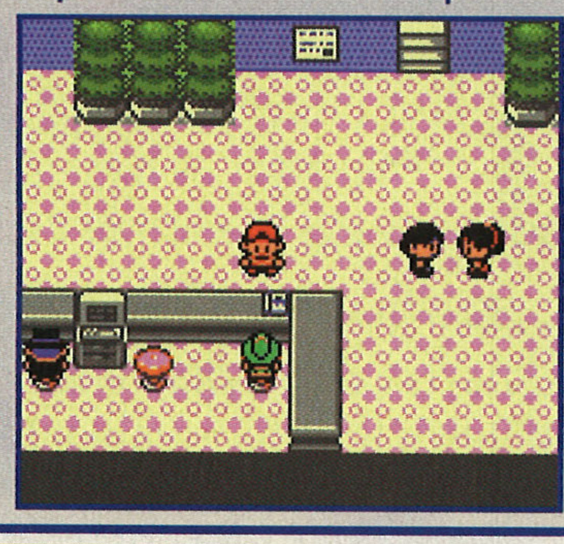
D Bill's House

Bill's home is here in Goldenrod, but he's currently away in Ecruteak City. Still, it's a good idea to drop by and talk with his family. They'll give you his phone number so you can call him whenever, and so he can call *you* when your box fills up.

Bill will head back home after you meet him in Ecruteak City, and if you come back to his house afterwards, he'll have a very nice surprise waiting for you.

E Win the Radio Card

The Radio Tower is currently giving away Radio Cards to anyone who can pass their Pokémon quiz. For a pro like you, the quiz should be no problem. But if you do mess up, you can always try again (or just cheat: The answers are Yes, Yes, No, Yes, No). Once you insert your Radio Card into your PokéGear, you can enjoy their wide array of progams (see chart on right).



Pokémon Talk

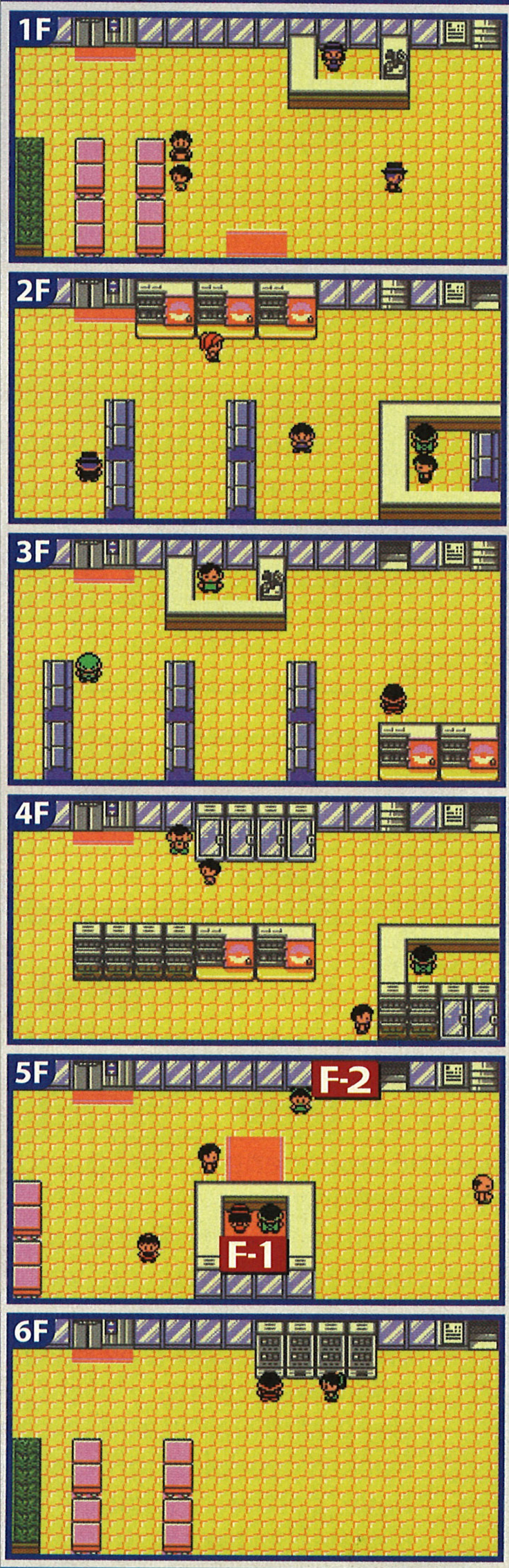
Professor Oak's radio program lists locations where you can catch wild Pokémon.

Pokémon Music

The Pokémon music channel either attracts or repels wild Pokémon, depending on the tempo.

Lucky Channel

If the day's lucky number matches the ID number of a Pokémon you own, you can win a Master Ball!



Dept. Store 2F	
POTION	300
SUPER POTION	700
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
BURN HEAL	250
ICE HEAL	250

Dept. Store 2F	
POKé BALL	200
GREAT BALL	600
ESCAPE ROPE	550
REPEL	350
REVIVE	1500
FULL HEAL	600
POKé DOLL	1000
FLOWER MAIL	50

Dept. Store 3F	
X SPEED	350
X SPECIAL	350
X DEFEND	550
X ATTACK	500
DIRE HIT	650
GUARD SPEC	700
X ACCURACY	950

Dept. Store 4F	
PROTEIN	9800
IRON	9800
CARBOS	9800
CALCIUM	9800
HP UP	9800

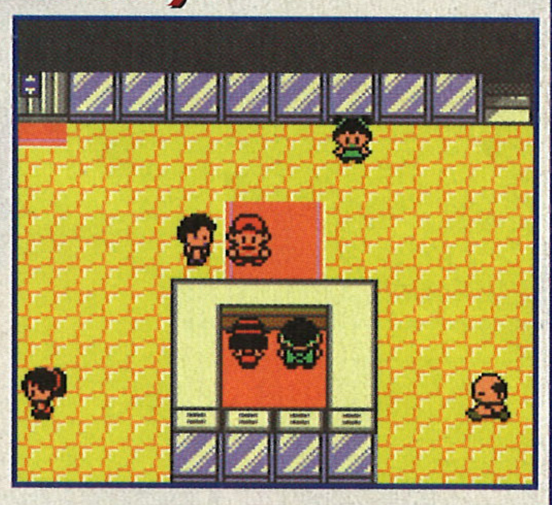
Dept. Store 5F	
TM 41 (Thndr. Punch)	3000
TM 48 (Flame Punch)	3000
TM 33 (Ice Punch)	3000
TM 02 (Headbutt)	2000
TM 08 (Rock Smash)	1000

Dept. Store 6F	
FRESH WATER	200
SODA POP	300
LEMONADE	350

F Department Store

You can get all sorts of great things here. The supplements on the fourth floor permanently beef up your Pokémon, the TM's are great (note that Headbutt and Rock Smash aren't available until you earn them elsewhere first), and the Lemonade for sale on the roof is the most economical healing item in the game.

F-1 Free TM's on Sunday!



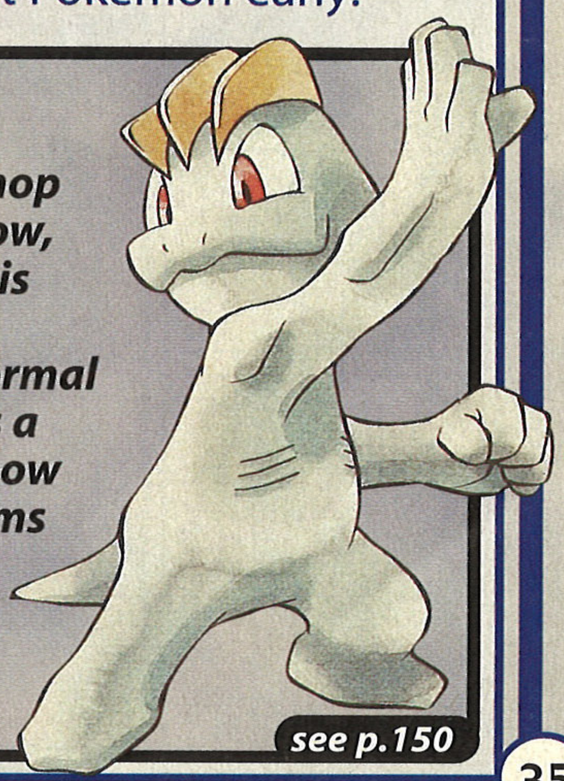
The woman in red behind the counter only shows up on Sundays. She'll give you one free TM when you first talk to her: TM 27 (Return) if your top Pokémon is in a good mood, or TM 21 (Frustration) if it's in a bad mood. Unless you routinely abuse your Pokémon, TM 27 is the one you want, so check with the Tame Tester first.

F-2 Trade a Drowzee for a Machop

Also on the fifth floor is a girl who will trade her Machop for your Drowzee. Don't miss this opportunity to get a great Pokémon early!

Machop

You can catch a wild Machop later, but you want one now, since the Goldenrod Gym is just ahead and Fighting Pokémon rock against Normal Pokémon. And Machop is a great Fighter, especially now that it and its evolved forms start with Low Kick and can learn powerful new Fighting moves like Cross Chop at level 31.

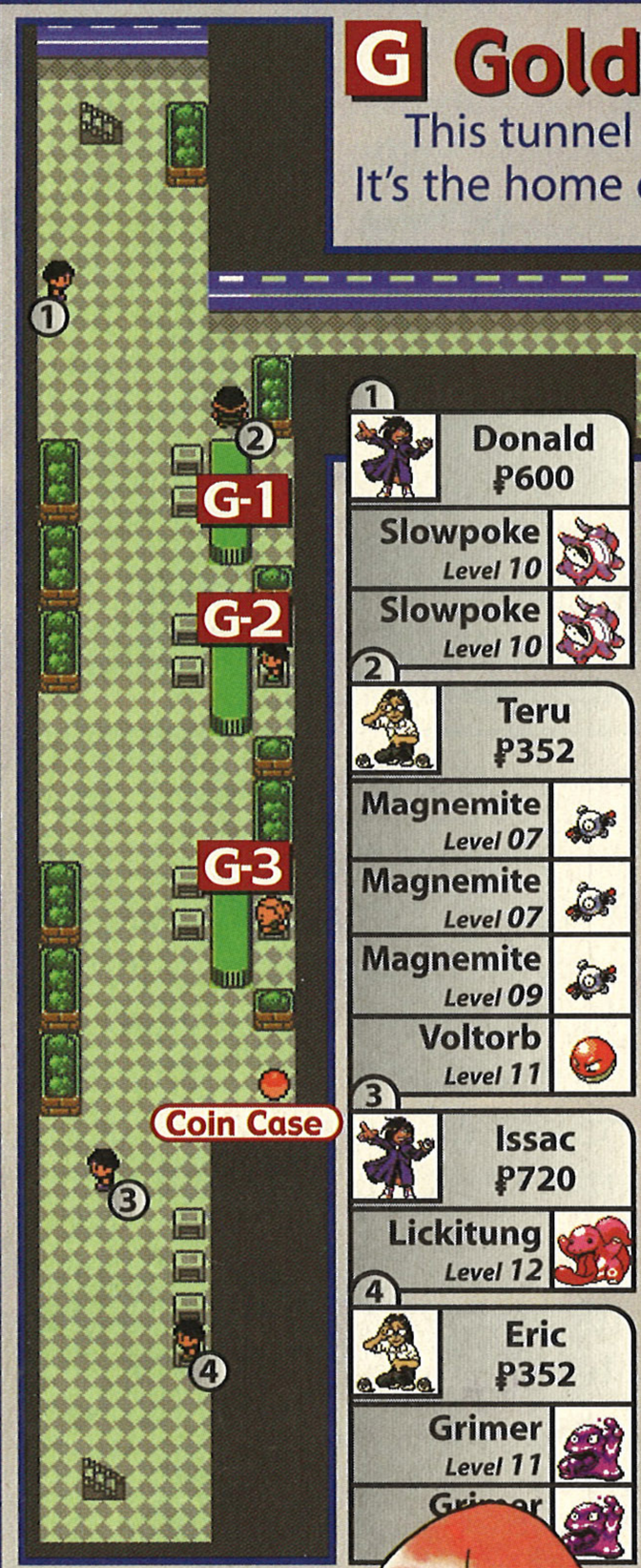


see p.150

G Goldenrod City Tunnel

This tunnel connects the two points marked "G" on the Western side of Goldenrod City. It's the home of a handful of trainers, the Pokémon Salon, and a pair of shops with erratic business hours. It's also where you'll find the Coin Case. With this item, you can begin gambling at the Goldenrod City Game Corner (point K) whenever you're ready.

The door at the end of the side path leads to the warehouses beneath the Department Store, but it's currently locked.



1 Donald	₽600
Slowpoke	Level 10
Slowpoke	Level 10
2 Teru	₽352
Magnemite	Level 07
Magnemite	Level 07
Magnemite	Level 09
Voltorb	Level 11
3 Issac	₽720
Lickitung	Level 12
4 Eric	₽352
Grimer	Level 11
Grimer	

G-1 (Relatively) Cheap Trinkets Shop

This shop is only open Monday mornings from 4 am to 9 am. It sells valuable items (like Nuggets) that have no use, but could be resold at other shops for a small profit (₽500-₽1000 each). If you have a lot of cash, it might not be a bad idea to buy a bunch so you won't risk losing your money if you lose at the gym.

G-2 Pokémon Salon

A nice beauty treatment will improve the tameness of any Poké-mon (you can get one done once a day). The shop is manned by two brothers: The younger works Sun., Wed., and Fri. and costs ₽300; The elder (who does a slightly better job) works Tues., Thurs., and Sat., and charges ₽500. It's closed on Mondays.

G-3 Bitter Medicine

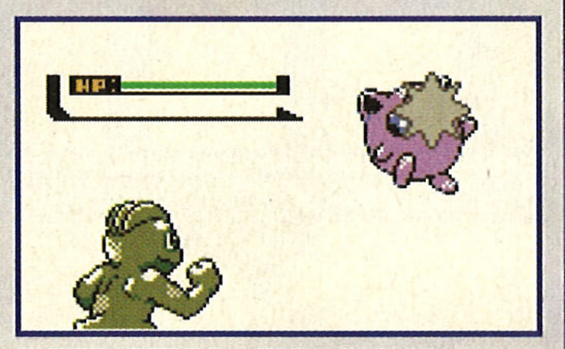
This shop is only open on weekends. It sells items that heal or revive Poké-mon, and are cheaper than the standard Pokémon Mart versions. The catch is that Poké-mon hate the medicine, so using it will upset their mood.

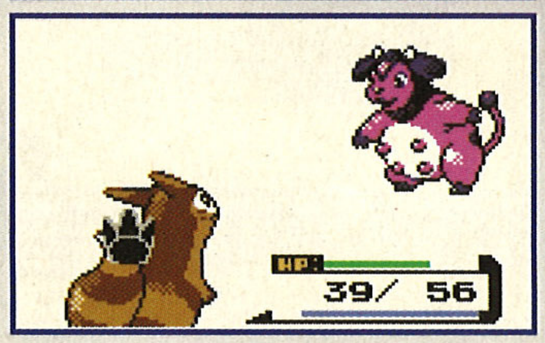
Pharmacy	
ENERGYPOWDER	500
ENERGY ROOT	800
HEAL POWDER	450
REVIVAL HERB	2800

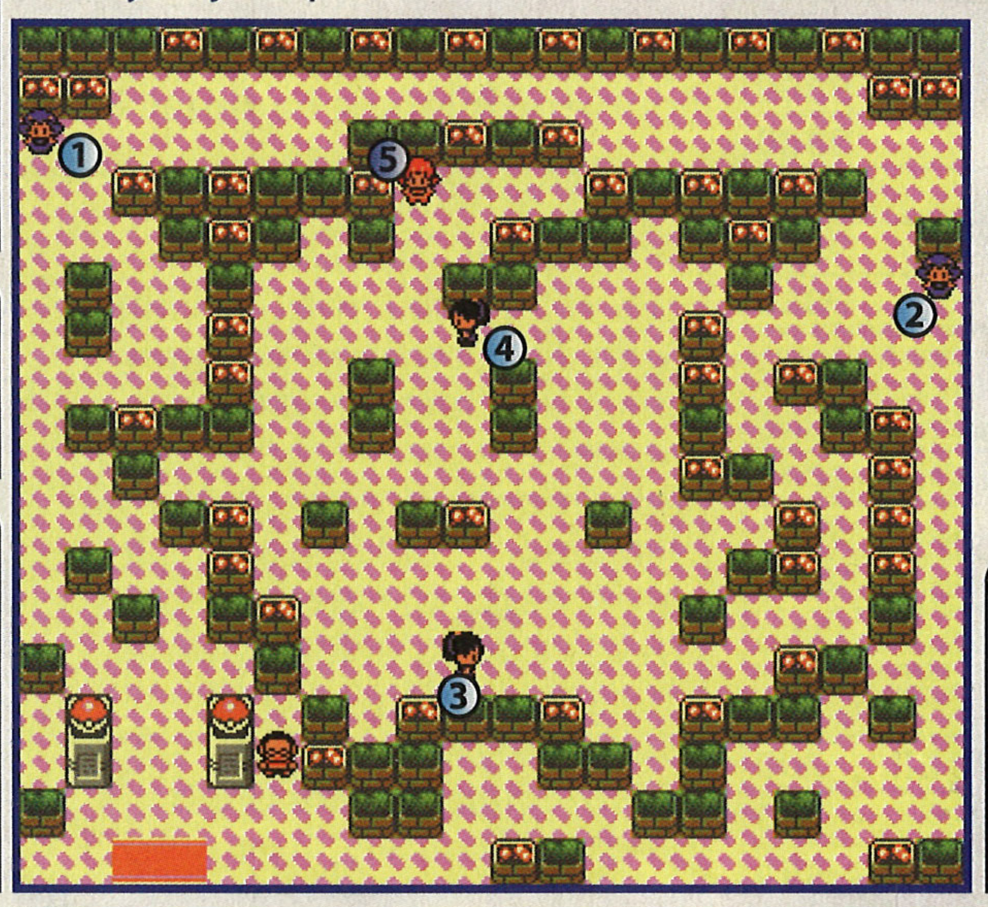
H Battle Whitney for the Plain Badge

1 Victoria	₽1496
Sentret	Level 09
Sentret	Level 13
Sentret	Level 17
2 Samantha	₽1408
Meowth	Level 16
Meowth	Level 16
3 Carrie	₽432
Snubbull	Level 18
4 Bridget	₽360
Jigglypuff	Level 15
Jigglypuff	Level 15
Jigglypuff	Level 15

All the Pokémon in Whitney's Clefairy-shaped Gym (squint at the map below if you can't see the Clefairy) are plain-vanilla Normal Pokémon. That means that your new Machop (you did trade for it, right?) is obscenely powerful (even a low-level one can take down most of the Junior Trainers' Pokémon in one shot each), and that your Gastly is just plain immortal. Of course, that works both ways, since Normal Pokémon are immune to Ghost techniques. But you can use your Gastly to put the opponents to sleep and then swap in something else.







Whitney has some tough Pokémon: Clefairy's Metronome can screw up your careful plans (or backfire completely), and the big pink cow gives a serious beating. Put it to sleep with Gastly and use a Rock-type Pokémon (they have partial resistance to Normal) to take it down.

5 Whitney	₽2000
Clefairy	Level 18
Miltank	Level 20

I Get a Free Squirtbottle

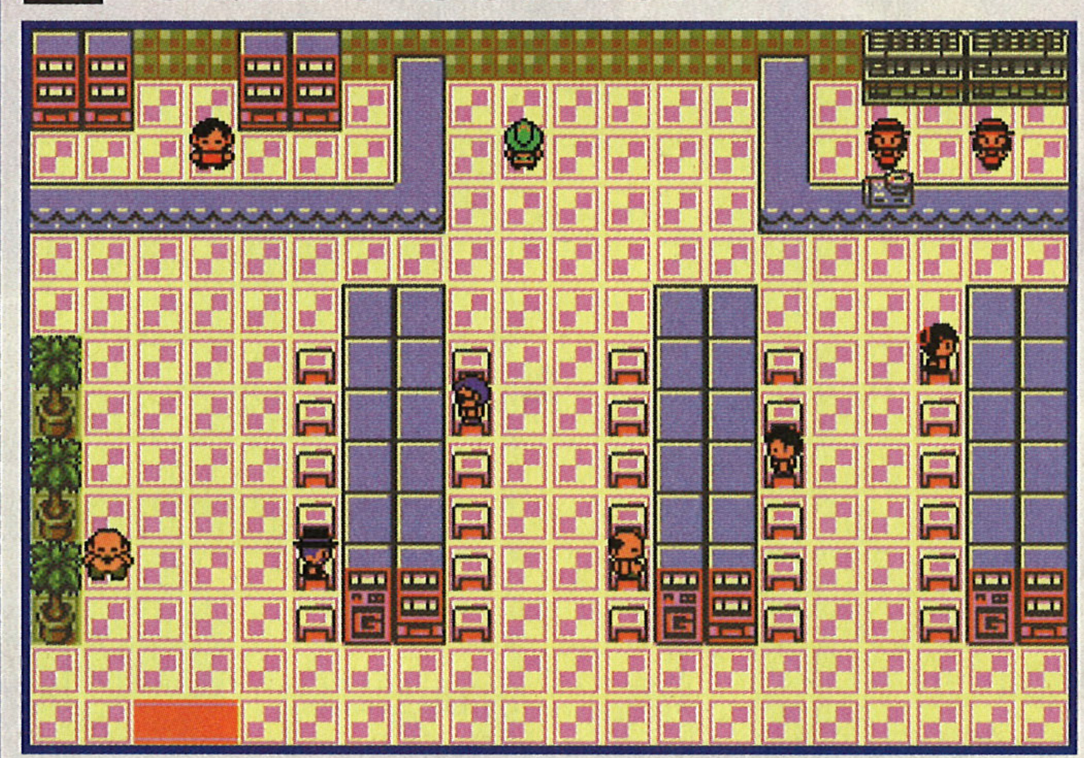
The woman in this small house in the Northeast corner of Goldenrod will give you a free Squirtbottle after you beat Whitney.

There's nothing you can do with it now, but make sure you pick it up,'cause you'll be needing it later, at Route 36.

J Run an Errand for the Border Guard

As you leave Goldenrod to the north, talk to the guard in the guardhouse. He'll ask you to deliver a message to his friend way back in Route 31 (shown to the right). The message comes around the neck of a Spearow, so you'll need an empty slot in your party to do it. If you complete the errand, you'll get TM 50 (Nightmare) from the friend, and an HP Up the next time you talk to the guard. You can do it now if you want, but if you wait until you unblock the path to Violet City at Route 36, it will be a lot easier.

K Game Corner

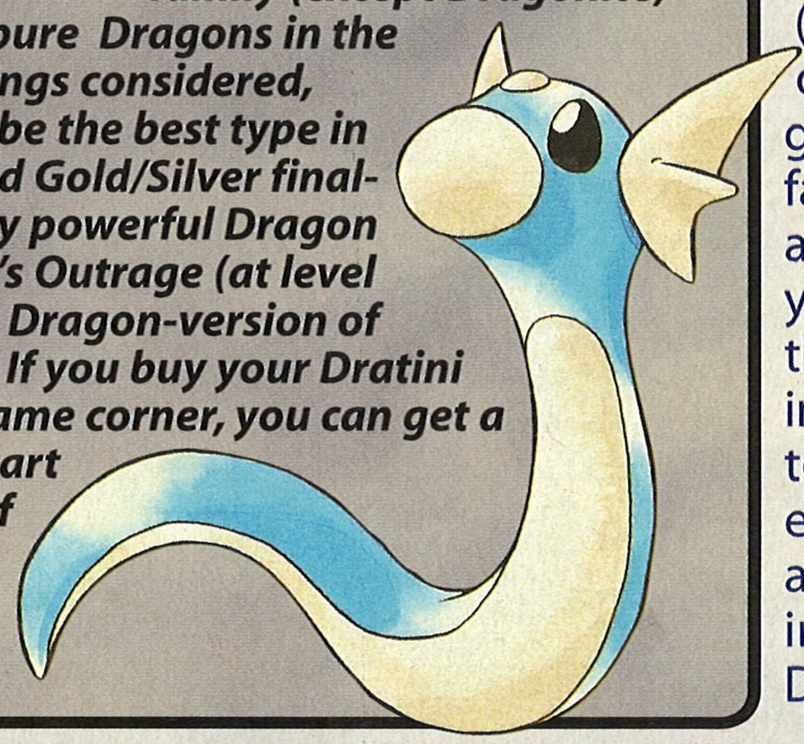


Once you get the Coin Case in the Tunnel, you can buy coins and start gambling. The big prize here is Dratini, but you can also get the game's best Fire, Ice, and Electric TM's.

Prizes (in coins)	
TM 25 (Thunder)	5500
TM 14 (Blizzard)	5500
TM 38 (Fire Blast)	5500
Abra	200
Ekans (Gold)	700
Sandshrew (Silver)	700
Dratini	2100

Dratini

The members of Dratini's family (except Dragonite) are the only pure Dragons in the game. All things considered, Dragon may be the best type in the game, and Gold/Silver finally adds a truly powerful Dragon technique. It's Outrage (at level 50), kind of a Dragon-version of Petal Dance. If you buy your Dratini here in the game corner, you can get a good early start raising one of these powerful beasts.

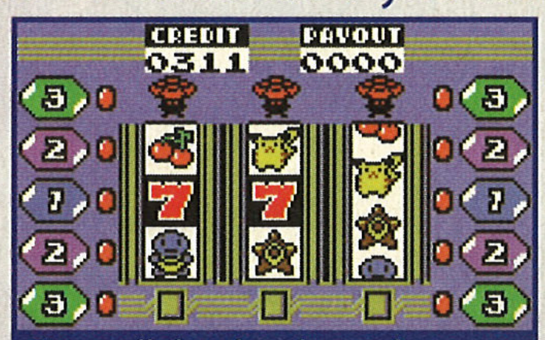


see p.185

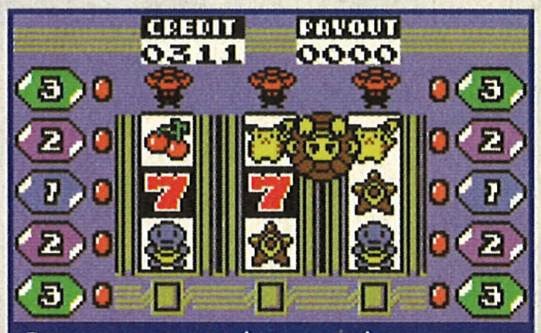
The Classic Slot Machines

The slots are a little different this time around. The individual wheels stop at a set distance after you hit the button, so it is possible to get "into a groove" and make them stop where you want. This takes time, practice, reflexes, and may give you a killer headache. If that doesn't sound so good, try the cards.

If you do do the slots, play three at once so you can score off of diagonals.



Since all the slots have the same pattern and go at the same speed, those with lightning reflexes can nail triple 777's.



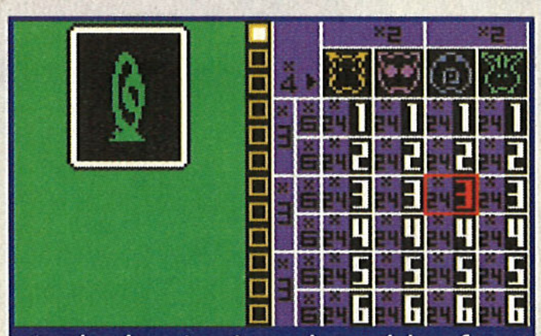
But you never know when falling Golem or some other random effect will mess it up.

PAYOFFS

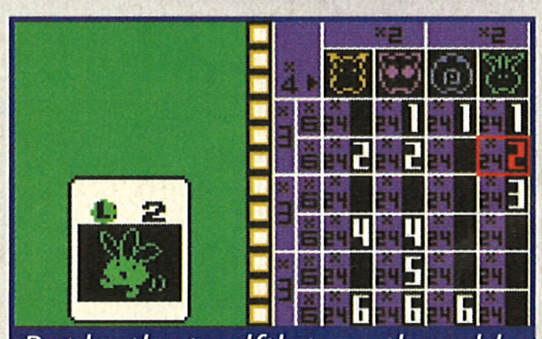
Cherry	x 6	Star	x 15
Pikachu	x 8	Poké Ball	x 50
Golem	x 10	7	x 300

The New Card Flip Game

The card flip game is new in Gold/Silver. If you make bets on individual cards (instead of betting on rows or columns), the odds of this game are actually in your favor, since pulled cards disappear from the board until your twelfth mistake (so on the twelfth bet, you have a 1-in-12 chance of getting a 24-to-1 payoff). So spend enough time on this game and you can turn a small coin investment into a free Dratini or TM.



At the beginning, the odds of getting a 24-to-1 payoff are an even 1 in 24.



But by the twelfth turn, the odds of the same payoff are 1 in 12.

Section E: The Fog Badge

Ecruteak is the City of Legends, and it's there you'll find the homes of four new Legendary Pokémon. At the moment, these powerful beasts are way out of your league, but you can sharpen your skills by hunting rare Pokémon at the National Park and battling Morty's Phantom Army.

section

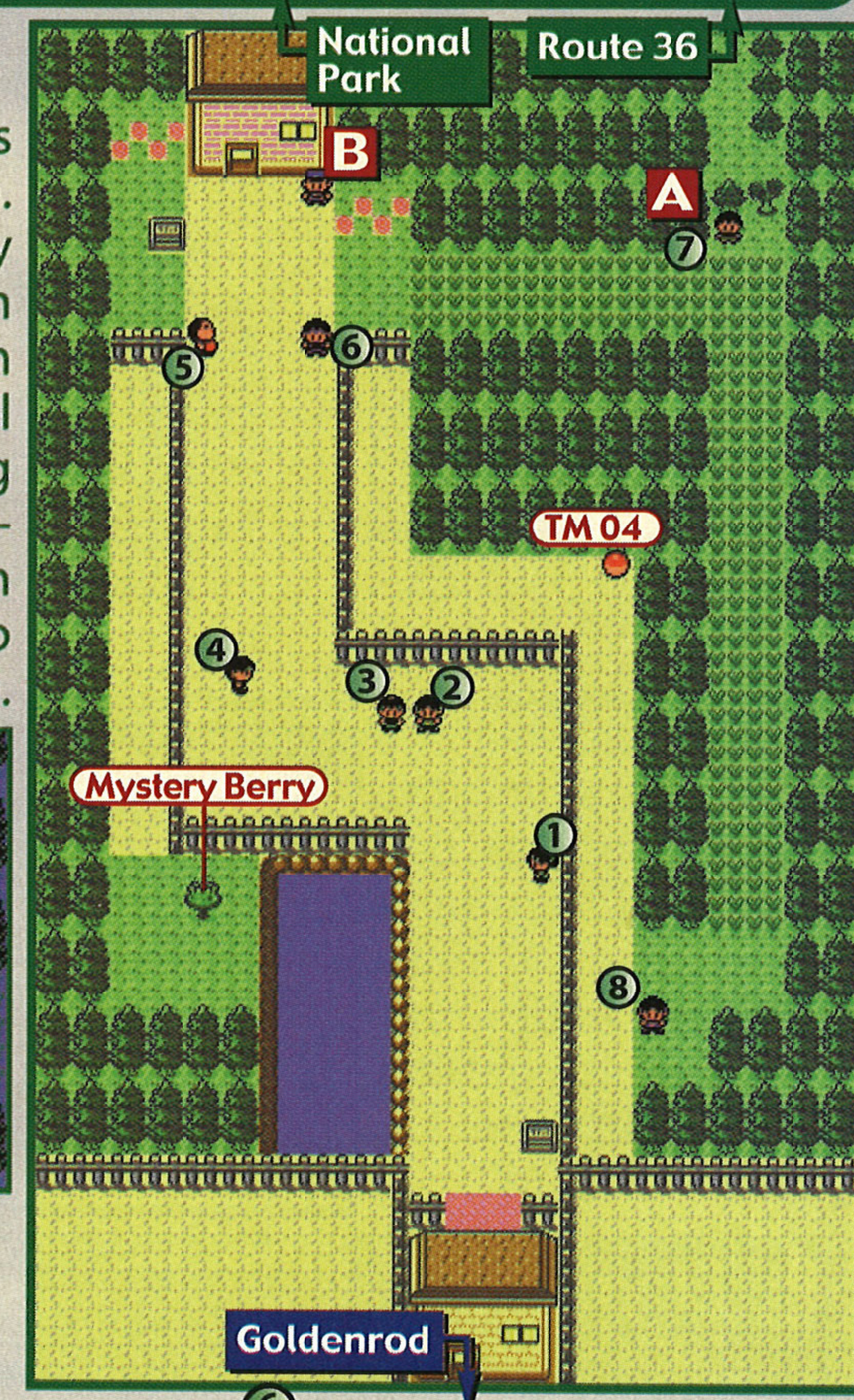
E-1 Route 35

A Prepare for a Yanma Swarm

Route 35 doesn't look like much, but its the sole habitat of the Yanma Pokémon. Catching one now is tough, since they only appear in significant numbers when they swarm. Trade phone numbers with Arnie, and he'll give you a ring when that happens. Then continue on to TM 04 (Rollout).

B Another Skittish Guard

Like the guard back in Route 34, this guy will attack anyone who passes by at night. Once again it seems clear that Growlithe are the Pokémon of choice for law enforcement personnel. Who knew?



Route 35 (Both Versions)	Morning	Day	Night
Abra	20%	20%	20%
Drowzee	24%	24%	24%
Ditto	8%	8%	8%
Nidoran ♀	23%	23%	23%
Nidoran ♂	16%	16%	16%
Pidgey	8%	8%	–
Hoothoot	–	–	8%
Yanma	1%*	1%*	1%*

*Numbers increase during swarms

1 Kim ₽300
- Vulpix Level 15

2 Elliot ₽300
- Sandshrew Level 13
- Marill Level 12

3 Brooke ₽320
- Pikachu Level 16

4 Ivan ₽280
- Diglett Level 10
- Zubat Level 10
- Diglett Level 14

5 Walt ₽624
- Magmar Level 11
- Magmar Level 13

6 Irwin ₽560
- Voltorb Level 02
- Voltorb Level 06
- Voltorb Level 10
- Voltorb Level 14

7 Arnie ₽240
- Venonat Level 15

8 Bryan ₽336
- Pidgey Level 12
- Pidgeotto Level 14

Nidoran♂

Male Nidorans get powerful early attacks (like Horn Attack at level 8), but not much late in the game. So your best bet is to evolve it into a Nidorino at level 16, then use a Moon Stone to evolve again before level 23 (when Nidoking learns Thrash).

see p.134

Nidoran♀

Like the Males, Nidoran females should probably be evolved into Nidoqueens as early as possible. And nope, the rumor that you can breed a Nidoking and Nidoqueen to make a super-powerful Pokémon isn't true. Too bad.

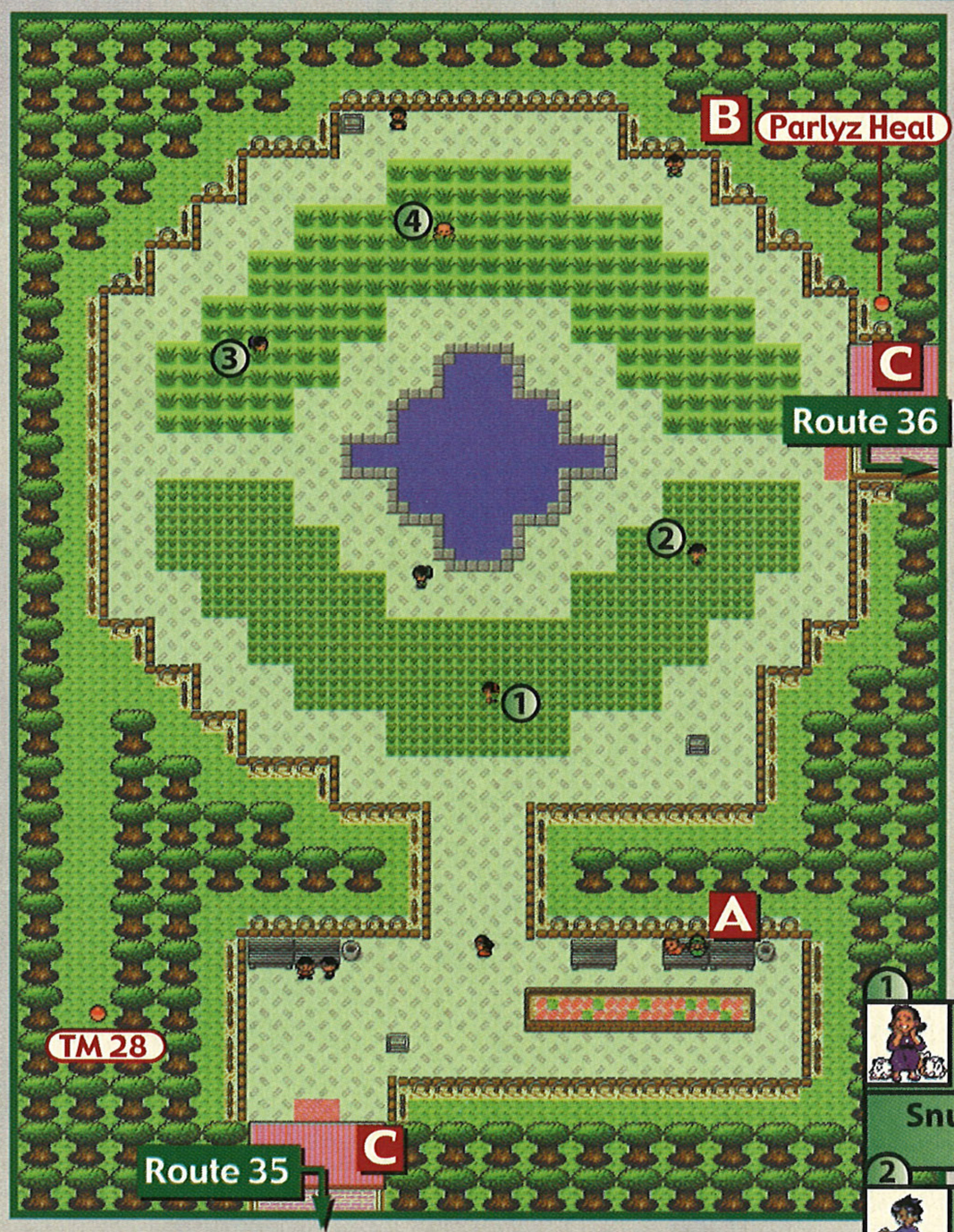
see p.135

Yanma

Yanma is one of those Pokémon you get to have, not to use. It has mediocre stats, weak attack moves, and a combination of types (Bug and Flying) that hurts more than it helps.

see p.136

NATIONAL PARK section E-2



A Get the Quick Claw

Talk to this woman, and she'll give you the Quick Claw. When equipped by a Pokémon, this will sometimes let that Pokémon get the first attack, regardless of their speed. So give it to your slowest fighter.

B A Hole in the Fence

If you look carefully, you'll see a missing rung in the fence. That's the opening you need to get all the way around to TM 28 in the southwest corner of the park. TM 28 contains Dig, a solid ground attack that can also be used to teleport you out of dungeons!

1
- Beverly ₽1120
- Snubbull Level 14

2
- Jack ₽480
- Oddish Level 12
- Voltorb Level 15

3
- Krise ₽360
- Oddish Level 12
- Cubone Level 15

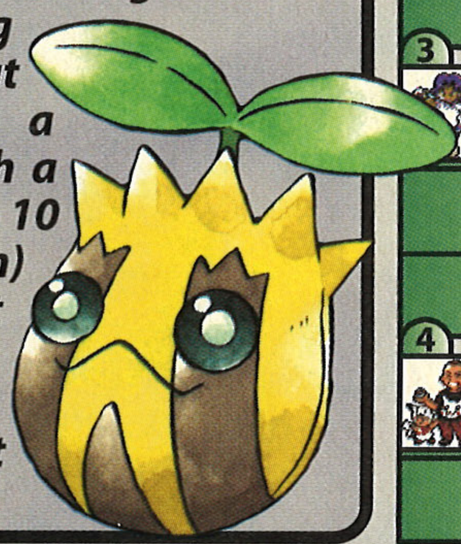
4
- William ₽1120
- Raichu Level 14

National Park (Gold Version)	Morning	Day	Night
Caterpie	40%	30%	-
Metapod	30%	20%	-
Pidgey	30%	30%	-
Sunkern	-	20%	-
Hoothoot	-	-	100%

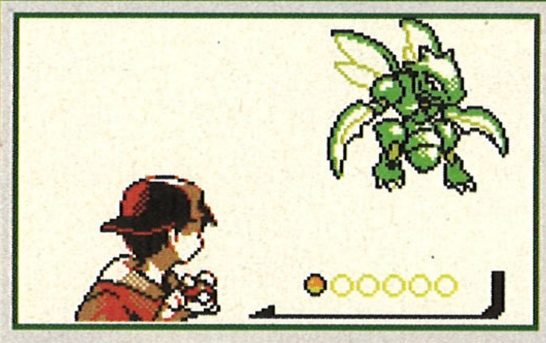
National Park (Silver Version)	Morning	Day	Night
Weedle	40%	30%	-
Kakuna	30%	20%	-
Pidgey	30%	30%	-
Sunkern	-	20%	-
Hoothoot	-	-	100%

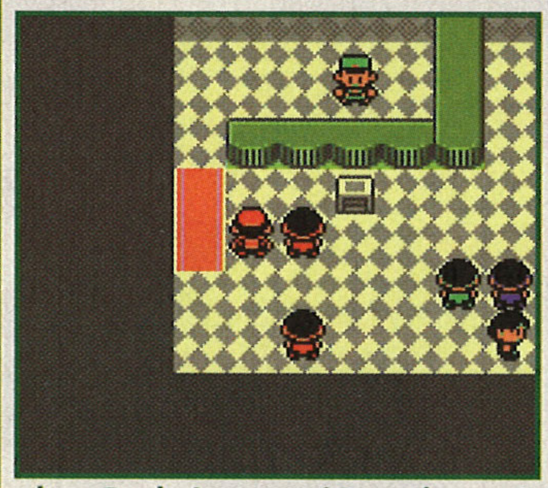
Sunkern

This pure Grass Pokémon can learn Absorb, Mega Drain, and Giga Drain. Its stats are among the worst in the game, but you can evolve it into a Sunflora at any time with a Sun Stone, so level it up to 10 (so it learns Mega Drain) then use the Stone. It won't get Giga Drain, but it will learn Petal Dance and Solar Beam... And get good stats!



see p.136





C The Bug-Catching Contest

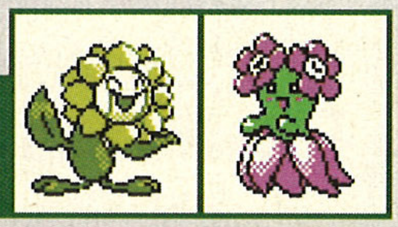
When you enter the park on Tuesdays, Thursdays, and Saturdays (from either side), you'll have the opportunity to participate in a free bug-catching contest.

You'll get to take one of your Pokémon and twenty Park Balls (which are not very effective). You have about 20 minutes, but you'll probably catch a winner or use up your balls before that. When you're done, just leave the way you came and the judging will begin.

You can only hold one captured Pokémon at a time, so if you have one and catch another, you'll have to pick one to set free. The goal is to catch the best Pokémon you can get. You get points based on the rarity of the Pokémon (Scyther, Pinsir, Beedrill and Butterfree are the highest), and on the Pokémon's level. First prize wins a Sun Stone, Second gets an Everstone, and Third gets a Gold Berry. Everyone else gets a regular Berry. And of course, you get to keep the Pokémon you caught.

Since this is the only place to get Scyther and Pinsir, Weedle in Gold, and Caterpie in Silver, you may want to enter repeatedly. Unfortunately, there is only one competition per day.

You can use your Sun Stone immediately to evolve your Sunkern or Vileplume.

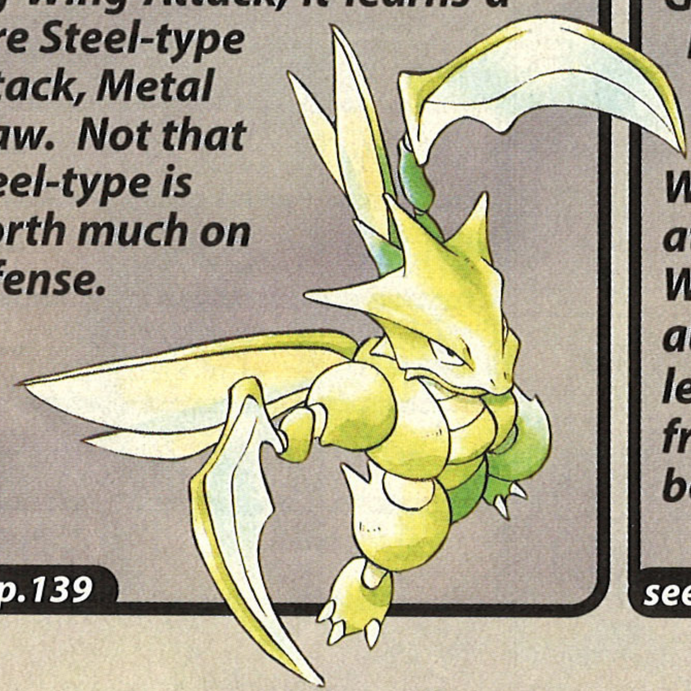


Bug-Catching (Both Versions)	Morning	Day	Night
Caterpie	20%	20%	20%
Metapod	14%	14%	14%
Butterfree	4%	4%	4%
Weedle	20%	20%	20%
Kakuna	14%	14%	14%
Beedrill	4%	4%	4%
Venonat	8%	8%	8%
Paras	8%	8%	8%
Scyther	4%	4%	4%
Pinsir	4%	4%	4%

Scyther

Good old Scyther is back, and better than ever. The best news is Sycther's new False Swipe, which it learns at level 18. While relatively weak, this attack always leaves its victim with at least 1 HP. That makes it invaluable for catching other Pokémon, since you can put them into the red without risking a K.O.

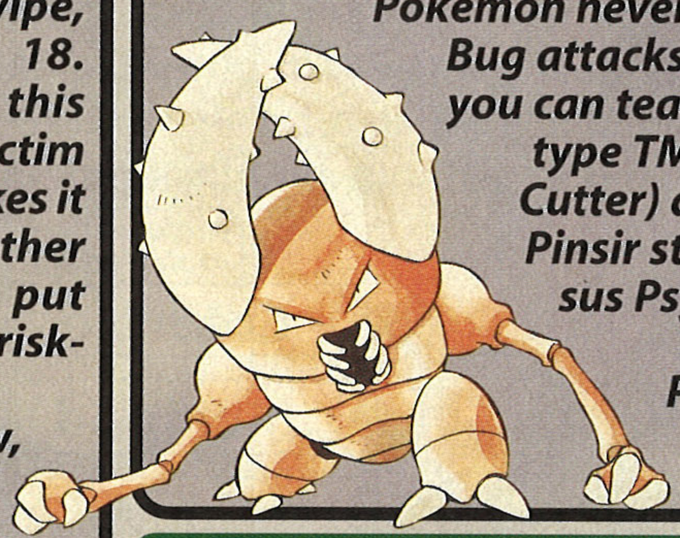
Scyther can evolve now, by trading it with the Metal Coat item. This new half-Steel Pokémon, Scizor, loses Speed but gains Attack and Defense. And instead of learning Wing Attack, it learns a rare Steel-type attack, Metal Claw. Not that Steel-type is worth much on offense.



see p.139

Pinsir

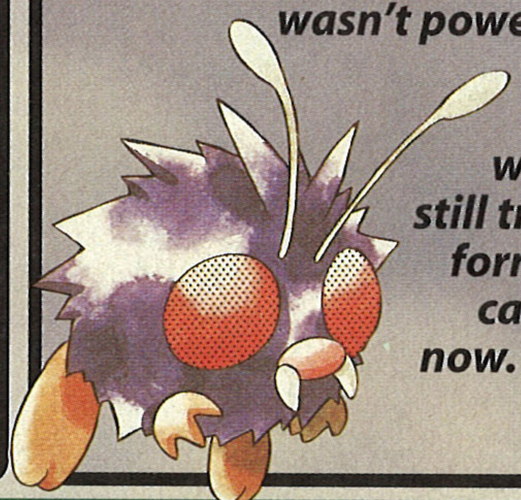
Poor Pinsir is always second-best to Scyther. This straight Bug Pokémon never gets any Bug attacks, but now you can teach it Bug-type TM 49 (Fury Cutter) and make Pinsir strong versus Psychic and Dark Pokémon.



see p.140

Venonat

Venonat was always an awkward mix of Bug and Poison types that got mostly Psychic attacks that it wasn't powerful enough to use effectively. And, well, that's all still true. Evolved form Venomoth can learn Gust now. Umm... Yay.

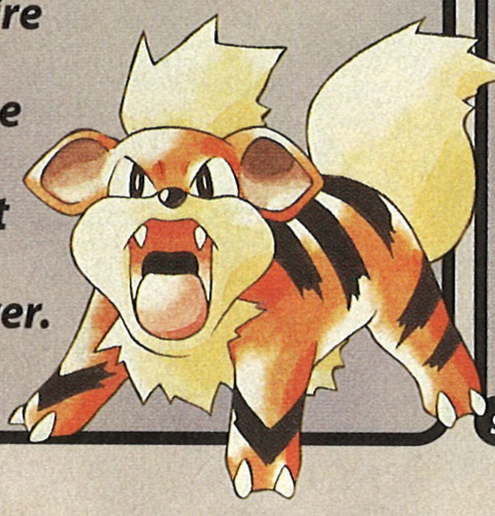


see p.138

NOTE: Growlithe and Vulpix can be Found in Route 36+37 (next page)

Growlithe

Growlithe's 2nd form, Arcanine, has always been the best Fire Pokémon (I know many people prefer Charizard, but it's true). With a third Fire attack (Flame Wheel) and the ability to learn Fireblast from a TM, it's better than ever.



see p.145

Vulpix

Vulpix and Ninetales are good, too. While not as powerful as Growlithe, they're a bit quicker, and sometimes that makes all the difference. They haven't changed much, but at least now Ninetales keeps learning moves after it's evolved.

see p.144

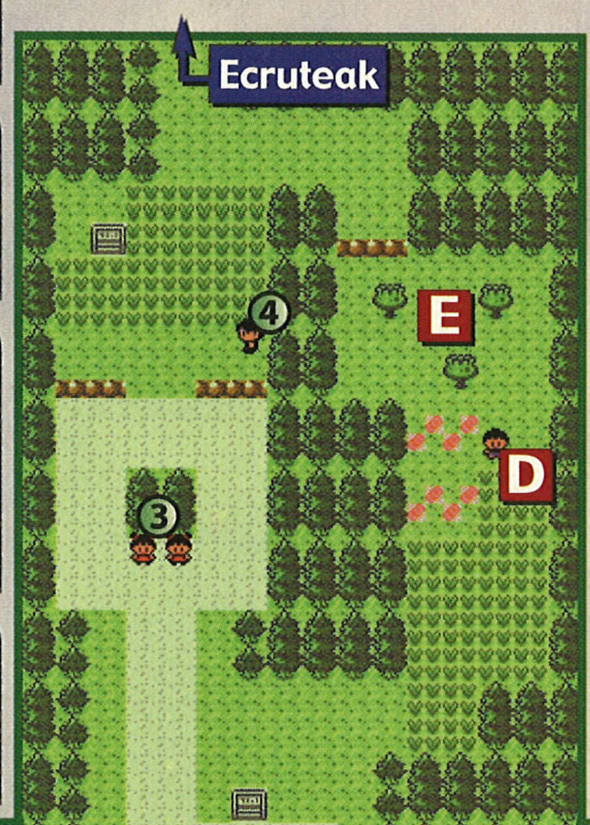
ROUTE 36+37

section **E-3**

1 Mark ₽480	
Abra	Level 13
Abra	Level 13
Kadabra	Level 15
2 Alan ₽512	
Tangela	Level 16
3 Ann+Anne ₽320	
Jigglypuff	Level 16
Clefairy	Level 16
4 Greg ₽544	
Drowzee	Level 17

A Water (and Capture) the Sudowoodo

The tree that's blocking your progress can't be Cut, so why not try watering it with the Squirtbottle you got in Goldenrod? Okay, that doesn't make a whole lot of sense, but do it anyway. The "tree" is actually a Sudowoodo Rock Pokémon. Capture it carefully, since if you K.O. it, it's gone for good.



B More Free Stuff

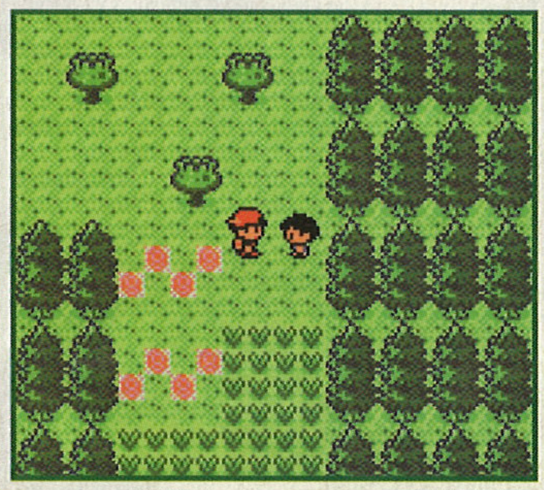
The "tree" wasn't too popular, and this guy will give you TM 08 just for uprooting it. It contains Rock Smash, which breaks certain rocks that you'll soon encounter, and deals Fighting-type damage while lowering opponents' Defense in battle.

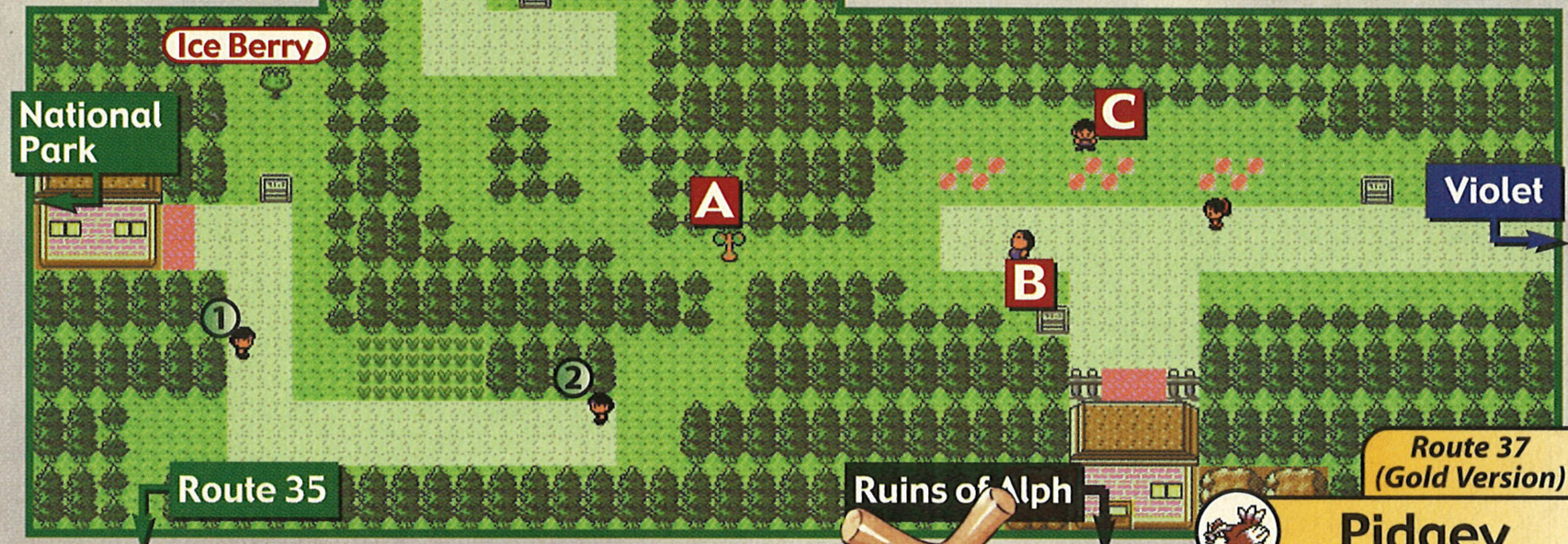
E Three Apricorn Trees

These trees contain Red, Blue and Black Apricorns, which can be made into Level, Lure, and Heavy balls by Kurt in Azalea.

C Mr. Thursday D and Mr. Sunday

You know the drill: Talk to Arthur, who appears at point C on Thursdays, and get a Hard Stone, which powers up Rock attacks (go Sudowoodo!). Talk to Sunny at point D on Sundays for a Magnet, which beefs up Electric moves.





NOTE: Route 36 has the same Pokémon as Route 37, but at lower levels and with Nidoran instead of Ledyba and Spinarak.

Route 37 (Gold Version)	Morning	Day	Night
Pidgey	50%	30%	-
Pidgeotto	-	10%	-
Growlithe	30%	15%	10%
Stantler	20%	45%	40%
Hoothoot	-	-	20%
Spinarak	-	-	30%

Route 37 (Silver Version)	Morning	Day	Night
Ledyba	30%	-	-
Pidgey	40%	30%	-
Pidgeotto	-	10%	-
Vulpix	15%	15%	15%
Stantler	15%	45%	15%
Hoothoot	-	-	70%

Sudowoodo

This odd tree creature is the game's only pure-Rock Pokémon, which is kind of cool. With a good Attack and Rock's traditional high defense, Sudowoodo is the worst nightmare of Fire, Ice, Flying and Bug-types. Just keep it away from Water, Grass, Ground and Fighting-type Pokémon.

see p.137

Stantler

This feral antelope has uniformly solid stats and particularly high Attack and Speed scores. It can learn a couple of decent Normal attacks (Stomp at 23 and Take Down at 40), but its moves are otherwise on the weak side. Since it can't evolve, it might not be a good idea to spend a lot of time trying to level it up.

see p.146

section

E-4 ECRUTEAK CITY

A The Time Capsule is Fixed!

You'll find Bill waiting for you in Ecruteak's Pokémon Center, and all the news is good. They've managed to repair the Time Capsule on the second floor, which lets you trade Pokémon between your Gold or Silver pack and your old Red, Blue or Yellow packs. The machine will be up and running tomorrow (the day after you meet Bill), but there's plenty to do in Ecruteak in the meantime. Or you could always follow Bill back to his home in Goldenrod City for a free Eevee!

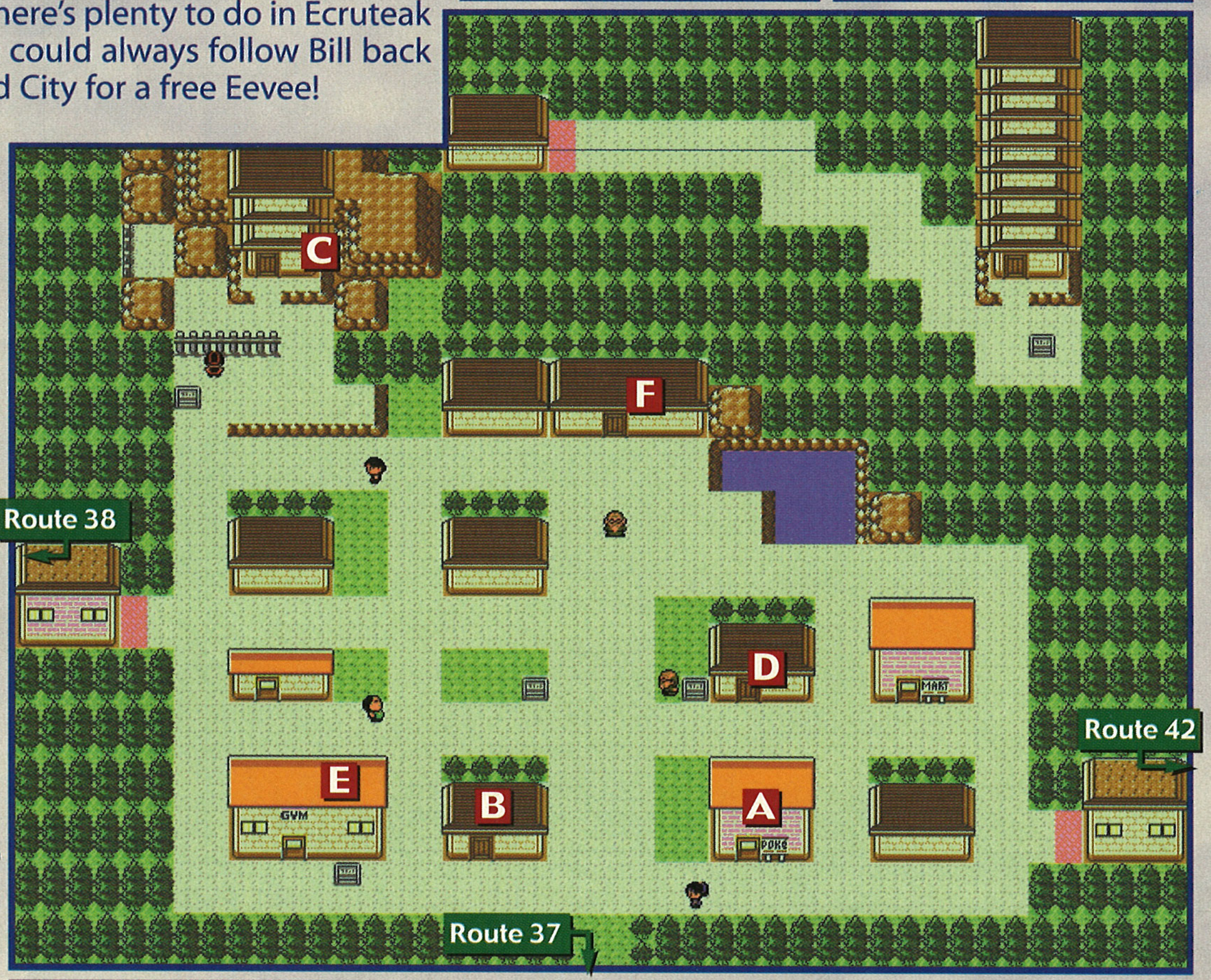
B The Item Finder

The man in this small house will give you the classic Item Finder. When you use it (it's a good idea to assign it to SELECT), you'll be able to hear from the beeps if there are any hidden items nearby.

C The Burned Tower

They say Lugia left when the tower burned down, but there may still be some Legends about. If you need EXP, You can explore this area (page 43) before you go to the Gym (page 44).

Poké Mart	
POKé BALL	200
GREAT BALL	600
POTION	300
SUPER POTION	700
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
ICE HEAL	250
BURN HEAL	250
REVIVE	1500



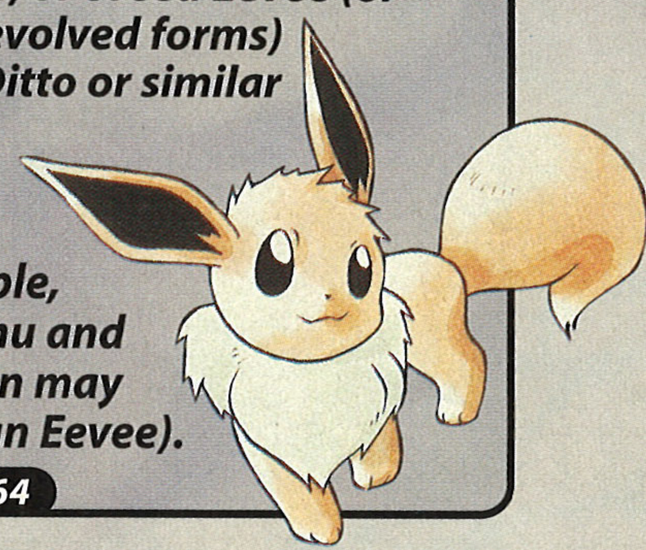
D Battle at The Dance Hall for HM 03

If you defeat the five dancers on the Dance Hall stage (each has a different Eevee form), one of the spectators will give you HM 03, Surf! They're tough, but you can go heal between fights.

Naoko ₽1224 — Flareon Level 17	Zuki ₽1224 — Umbreon Level 17
Sayo ₽1224 — Espeon Level 17	Kuni ₽1224 — Vaporeon Level 17
Miki ₽1224 — Jolteon Level 17	

Eevee

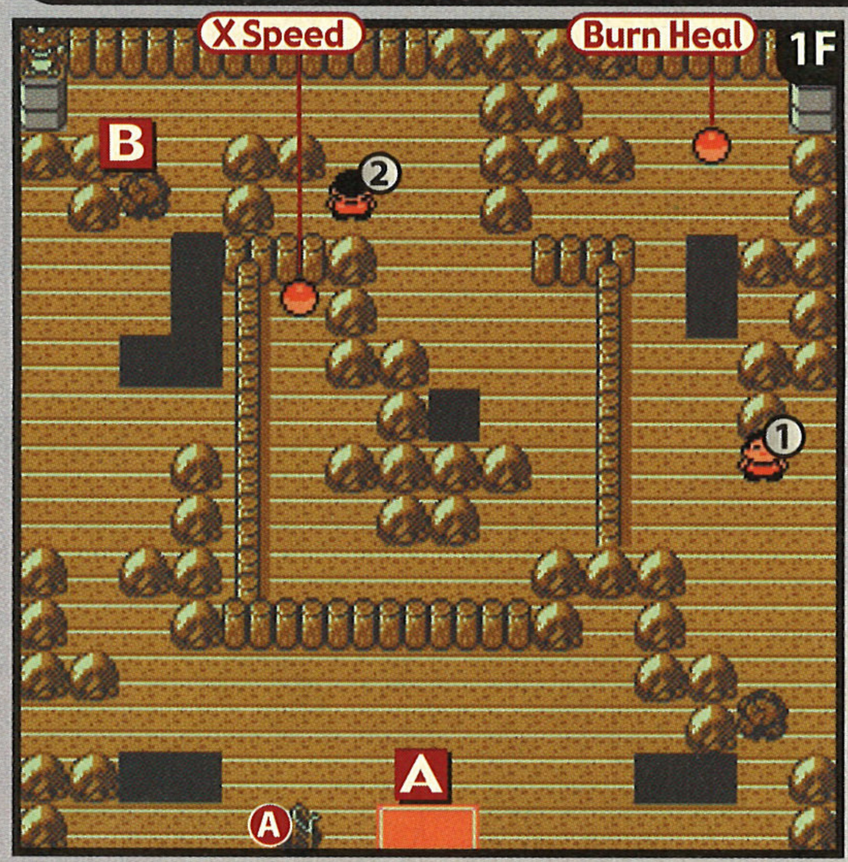
Eevee has two new evolutions, Espeon and Umbreon, which evolve based on Eevee's tameness and whether its night or day. So to get all five, you'll need a lot of Eevee. You can buy another Eevee in the Celadon Game Corner, or breed Eevee (or their evolved forms) with Ditto or similar Pokémon (for example, Pikachu and Jolteon may bear an Eevee).



see p.164

Burned Tower

section **E-5**



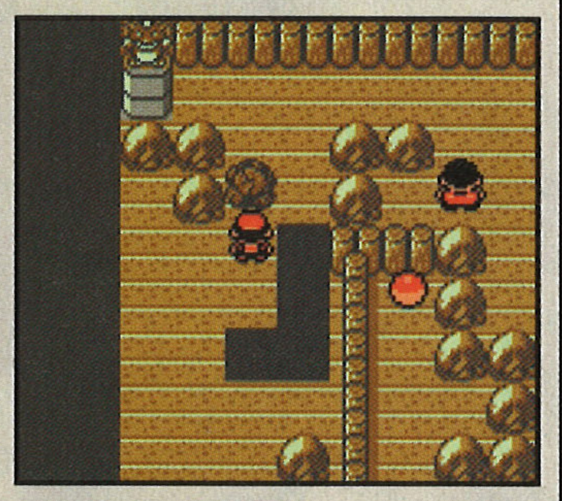
Rival ₽1320	
Haunter Level 20	
Magnemite Level 18	
Zubat Level 20	
(Starter) Level 22	?

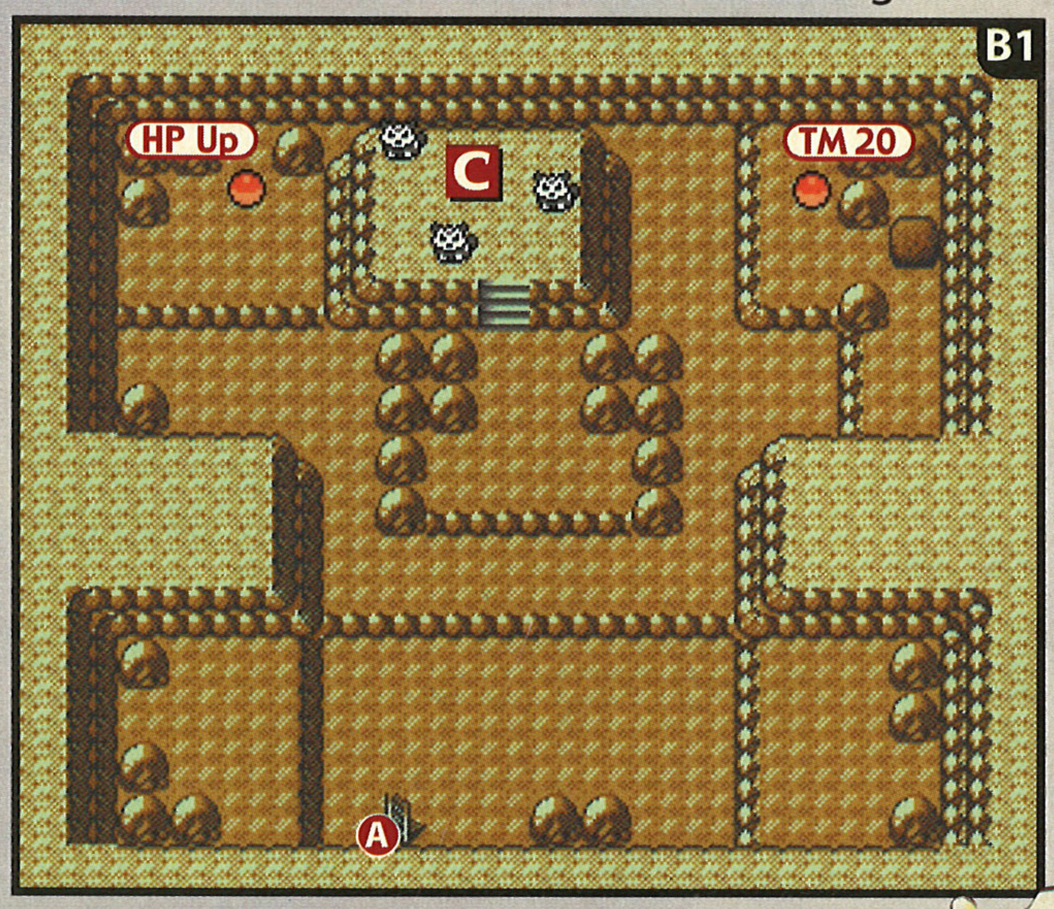
A Your Rival Returns

You won't get more than a step or two into the tower before your rival strikes with his ever-expanding roster of Pokémon. Bring your best counter-type Pokémon for taking down his starter, 'cause at level 22, it's likely to be stronger than any of yours. Psychics are good here, since Zubat and Haunter are both part Poison.

B Shatter Stone With Rock Smash

Did you teach a Pokémon TM 08 yet? If not, do it now and bring that Pokémon along, 'cause you won't get far in this dungeon without it. The cracked dirt clod-looking rocks can be cleared with a single use of this technique, and you'll need to do it to get to the pit in the center of the first floor.





1 Ned ₽720	
Koffing Level 15	
Koffing Level 15	
Growlithe Level 16	
2 Dick ₽816	
Charmeleon Level 17	

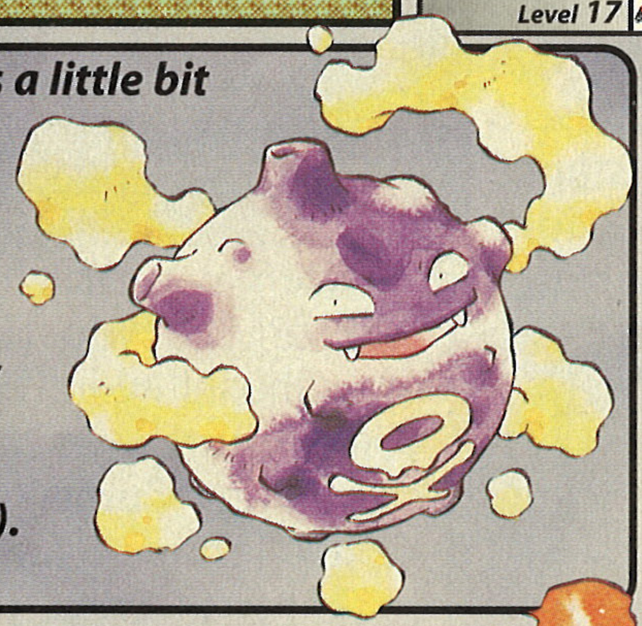
C Unleash the Beasts of Legend

That pit in the middle is the most important part of this dungeon. It drops you down to the pedestal with the three Pokémon, who turn from stone to flesh when you approach them, and then bolt. Congratulations: You just freed three new powerful Legendary Pokémon in Gold and Silver (see the next page for more info), and your work here is done.

Koffing

Koffing is a little bit better in Gold and Silver. Nothing major has changed, but it now starts with Poison Gas (an attack that always poisons its foe, which can be very useful), and can learn Destiny Bond (which K.O.'s both Pokémon when Koffing faints).

see p.140



Magmar

Magmar is a great Fire Pokémon that can be caught in both Gold and Silver, but only here in the Burned Tower. Magmar learns its best attacks much earlier now; Fire Punch comes at level 19 instead of 43! And it can now learn Fire Blast (at level 57). It can even give birth to a new Pokémon, so get two (or a Ditto).

see p.153

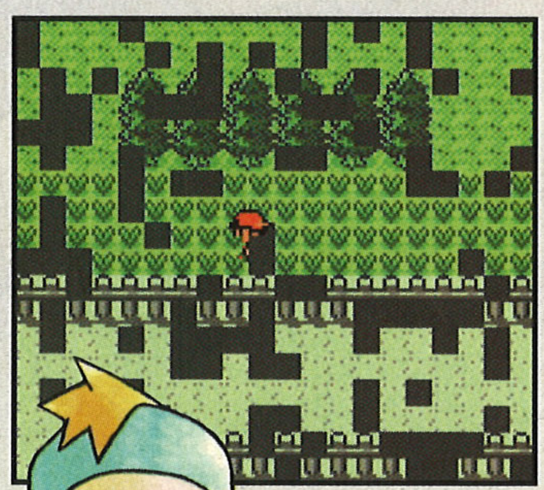
Tower 1F (Both Versions)	Morning	Day	Night
Rattata	35%	35%	35%
Raticate	15%	15%	15%
Zubat	10%	10%	10%
Koffing	40%	40%	40%

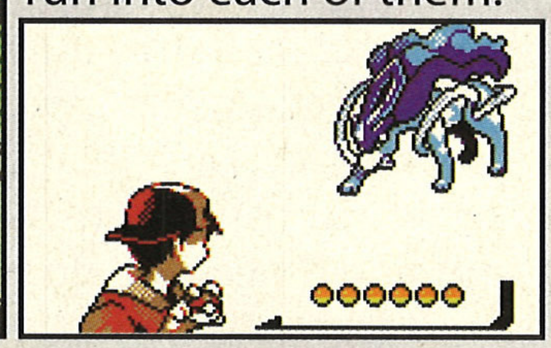
Tower B1 (Both Versions)	Morning	Day	Night
Rattata	35%	25%	45%
Zubat	10%	10%	10%
Koffing	40%	40%	40%
Magmar	15%	25%	5%

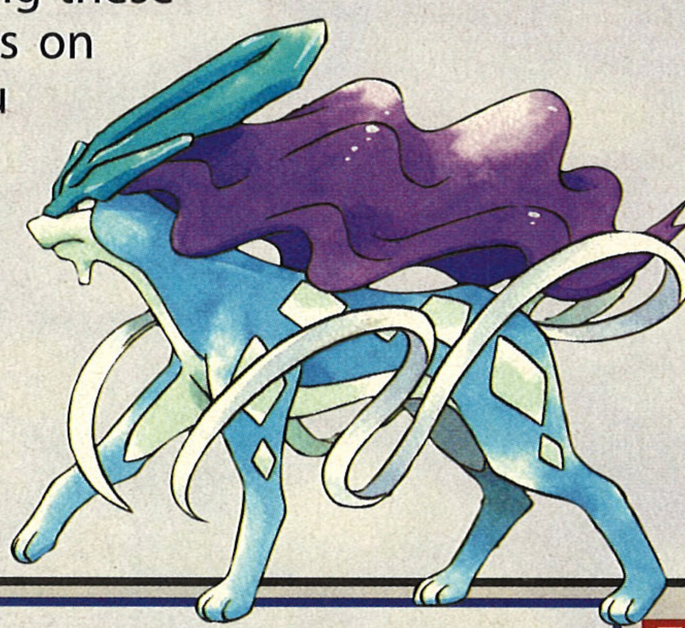
Three New Legendary Pokémon

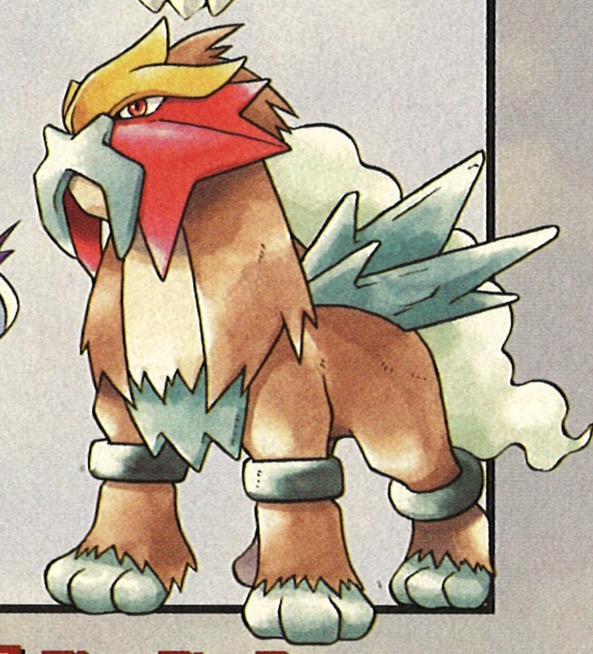
Raikou, Entei and Suicune split as soon as you free them, and will spend the rest of the game wandering from Route to Route in Johto. You'll meet them again when you get into a random battle and one appears instead of a local Pokémon, but no one knows when or where. But don't be afraid when you do encounter them: Instead of attacking, these level 40 Pokémon will run away immediately (you may get to attack first, so use Sleep if your active Pokémon has it, but don't try changing Pokémon). Any damage you do won't heal, so after enough random encounters, they may be wounded enough to catch.

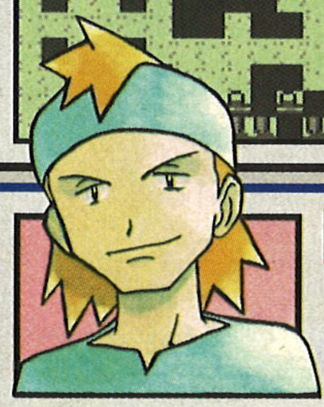
Actually, there is an art to tracking and capturing these cowardly but powerful beasts, which we'll discuss on page 190. But first you have to get lucky and run into each of them.





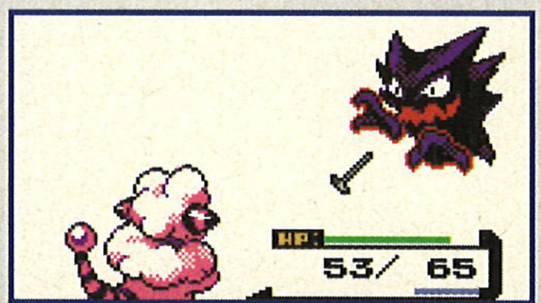




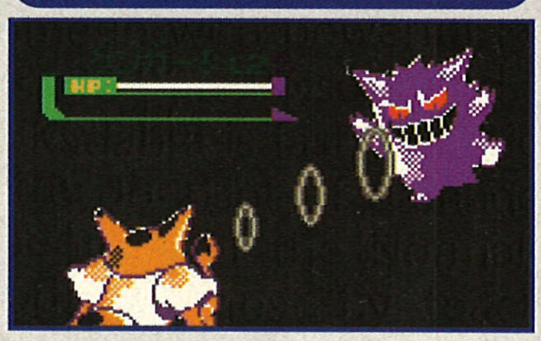


E Battle Morty for the Fog Badge

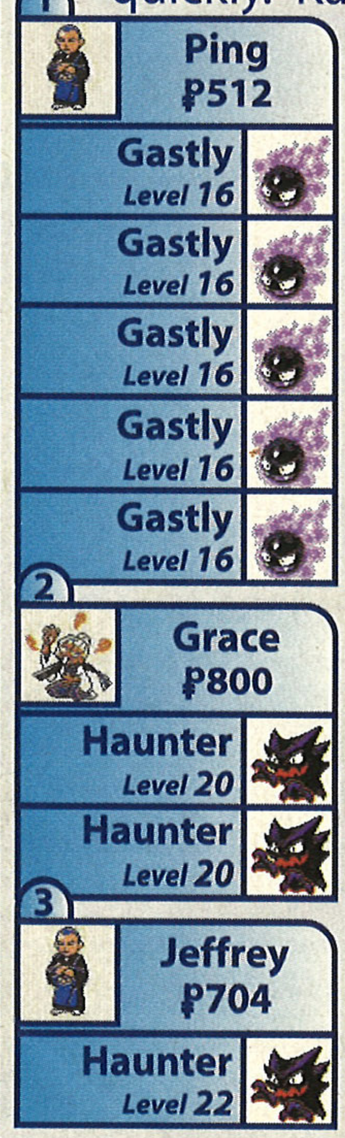
The Ghost Gym is full of pitfalls that send you back to the beginning, so follow the arrow and stay in line with the Junior Trainers when you're moving horizontally. Of course, then you won't be able to avoid them, but that may be for the best. Morty is a tough opponent, and you need all the practice you can get.



Yeah, go ahead and stab yourself with a nail (Curse), Haunter. I'll just retreat to get around it.

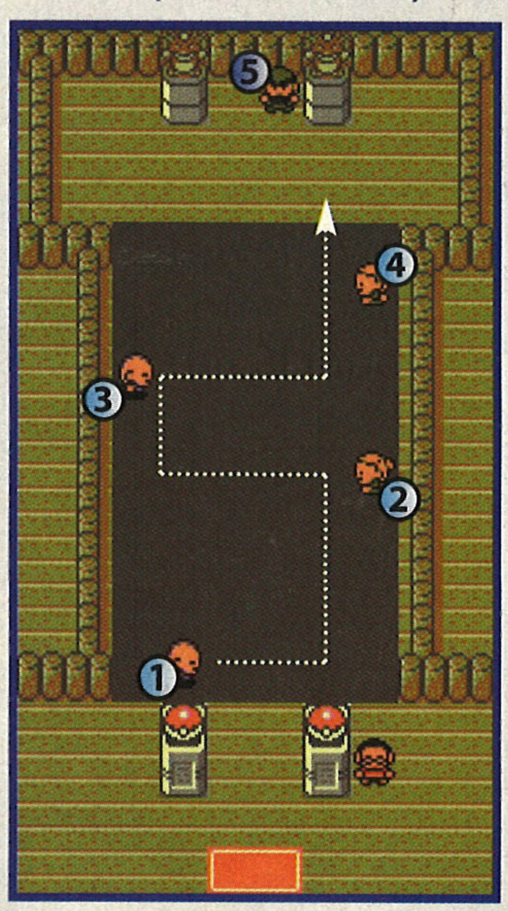


There are a couple of ways to handle this gym. One is to come in with powerful Psychics (since all these Ghosts are part Poison) and try to K.O. them quickly. Kadabra is fast, so a high-level one can do a lot of damage. Another is to exploit the Normal-type resistance to Ghost by teaching a straight Normal Pokémon (like Sentret) a non-Normal attack, like Surf or Dig. Most of the Ghosts won't be able to hurt it, except by using Curse, an attack that usually backfires (it costs the user 1/2 of its HP) and that you can easily get around by swapping out your Pokémon (unless you were hit with Mean Look). Also, Dark works great here, so use Pokémon with moves like Bite and Pursuit.



1 Ping ₽512	
Gastly Level 16	
Gastly Level 16	
Gastly Level 16	
Gastly Level 16	
Gastly Level 16	
2 Grace ₽800	
Haunter Level 20	
Haunter Level 20	
3 Jeffrey ₽704	
Haunter Level 22	

4 Martha ₽800	
Gastly Level 18	
Gastly Level 20	
Haunter Level 20	
5 Morty ₽1600	
Gastly Level 21	
Haunter Level 21	
Gengar Level 25	
Haunter Level 23	



F The Tin Tower

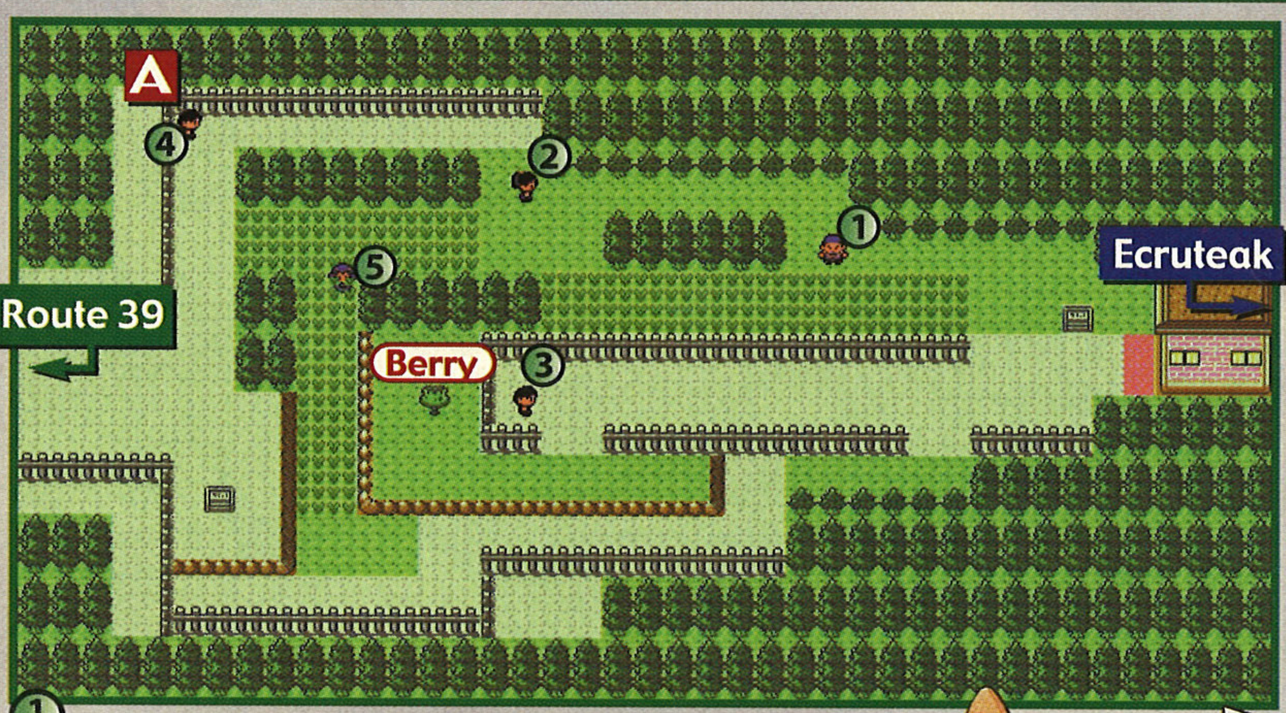
Once you've earned the Fog Badge, you'll be able to cross the short tunnel that begins at point F. This leads to the outskirts of town, near the Tin Tower where the Legendary Pokémon Ho-oh lives. But to get past the first floor of the tower, you'll need to come back later with the Rainbow Wing.

SECTION F: THE MINERAL & STORM BADGES

You'll have to do some swimming, but the areas west of Ecruteak offer two badges in a row. It's a short trip, but we've added in some side quests you may want to attempt when you learn Surf and Strength. They're your only chance to get three rare (and very cool) Pokémon.

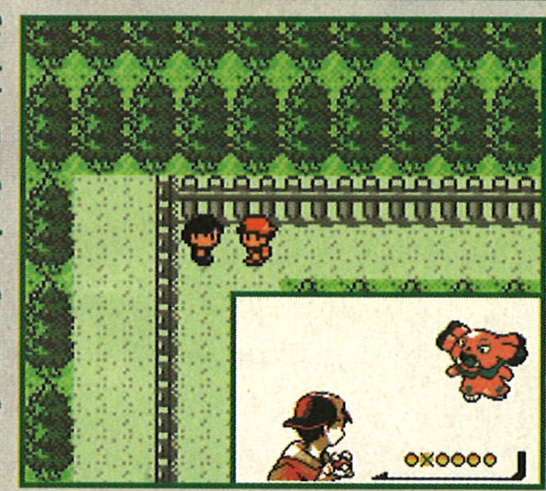
ROUTE 38

section **F-1**



A Sign Up for the Snubbull Report

You know how this works: Trade phone numbers, and wait for the call. When you get it, come back and catch your Snubbull, 'cause the odds of catching one without it are beyond dismal.



1 Harry ₽760
- Wooper Level 19

2 Dana ₽432
- Flaaffy Level 17
- Psyduck Level 18

3 Toby ₽408
- Doduo Level 15
- Doduo Level 16
- Doduo Level 17

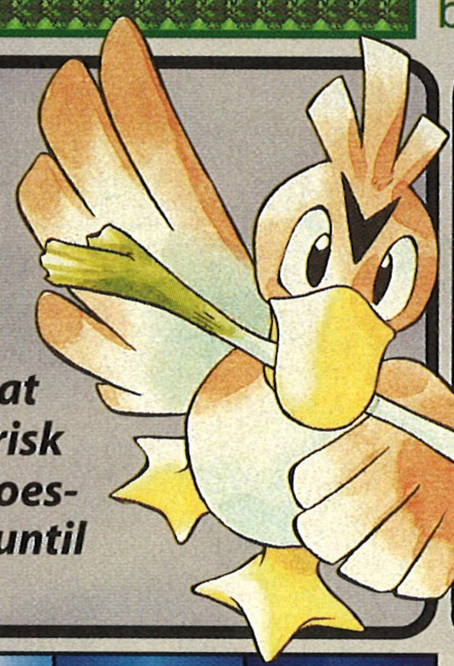
4 Chad ₽608
- Mr. Mime Level 17

5 Valerie ₽1496
- Hoppip Level 17
- Skiploom Level 17

Farfetch'd

Farfetch'd is pretty much the same old Farfetch'd... Cute, but limited. It can now learn False Swipe, the move that hurts Pokémon without risk of K.O.'ing them, but it doesn't get that opportunity until level 44.

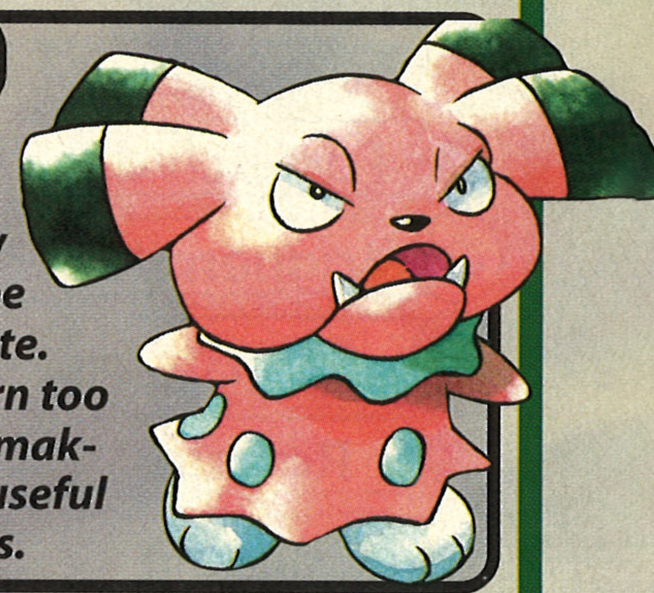
see p.156



Snubbull

Snubbull is a Normal-type Pokémon that learns some nice early attacks like Ghost-type Lick and Dark-type Bite. But it doesn't learn too much after that, making it one of the less useful Normal-types.

see p.144

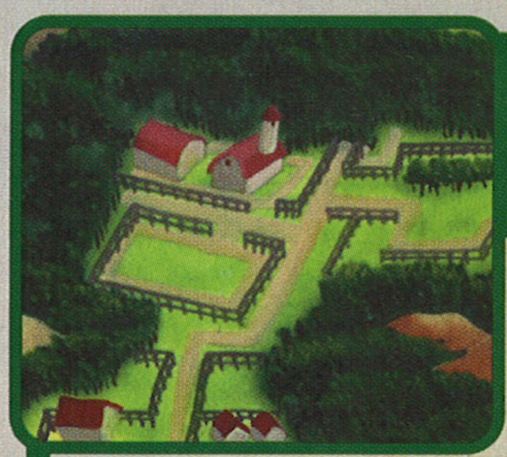


Route 38 (Gold Version)	Morning	Day	Night
Farfetch'd	20%	20%	–
Magnemite	20%	20%	20%
Tauros	10%	10%	10%
Rattata	20%	20%	30%
Raticate	20%	20%	30%
Miltank	9%	9%	9%
Snubbull	1%*	1%*	1%*

*Numbers increase during swarms

Route 38 (Silver Version)	Morning	Day	Night
Farfetch'd	20%	20%	–
Magnemite	20%	20%	20%
Tauros	10%	10%	10%
Meowth	20%	20%	30%
Raticate	20%	20%	30%
Miltank	9%	9%	9%
Snubbull	1%*	1%*	1%*

*Numbers increase during swarms

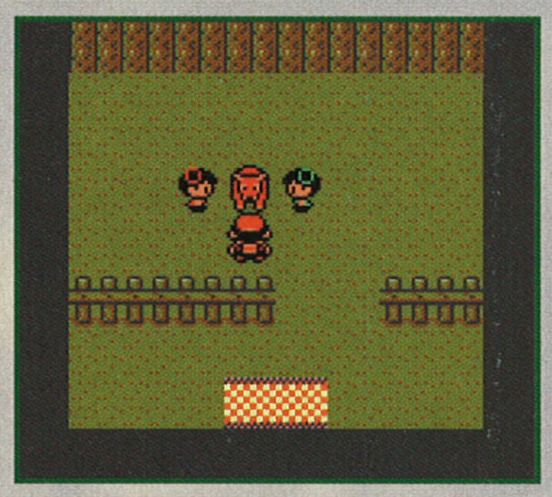


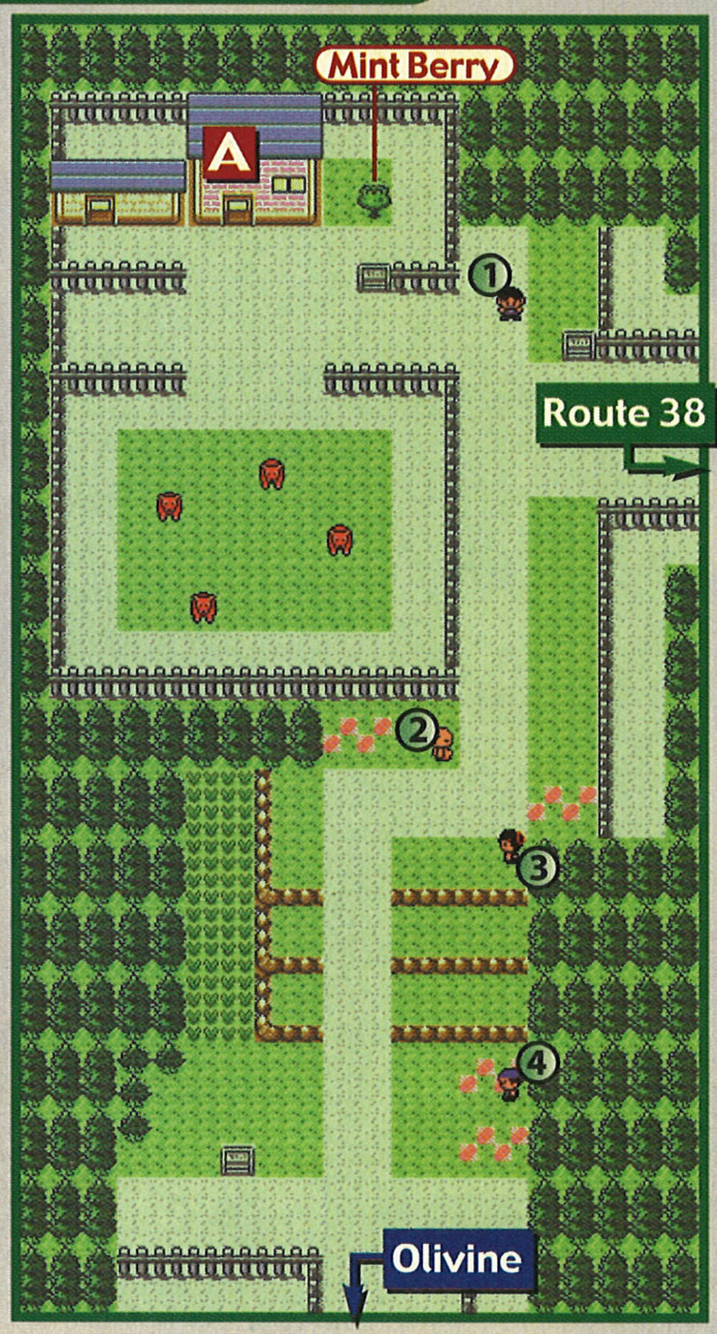
section **F-2**

Route 39

A Save the Miltank for TM 13 and Cheap Milk

The Miltank in this barn is sick, and only feeding it a bunch of Berries (around seven) will save it. There's a Berry tree nearby, but it may take you a few days to accumulate that many. They'll thank you with TM 13 (Snore, an attack which only works while you're asleep), and begin selling Milk (which heals 100 HP) for ₽500.





1 Norman ₽640
- Slowpoke Level 17
- Slowpoke Level 20

2 Derek ₽1360
- Pikachu Level 17

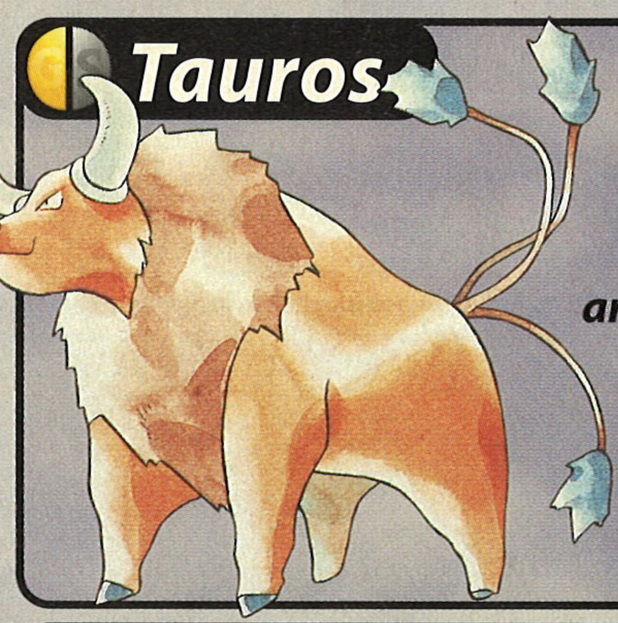
3 Ruth ₽1360
- Pikachu Level 17

4 Eugene ₽760
- Poliwhirl Level 17
- Raticate Level 17
- Krabby Level 19

Route 39 (Gold Version)	Morning	Day	Night
Farfetch'd	16%	16%	–%
Magnemite	20%	20%	20%
Tauros	4%	4%	12%
Rattata	26%	26%	26%
Raticate	30%	30%	30%
Miltank	4%	4%	12%

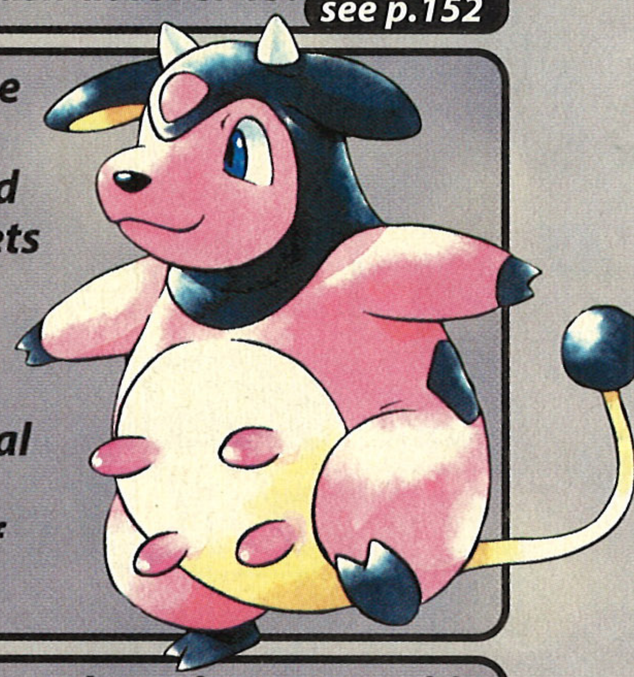
Route 39 (Silver Version)	Morning	Day	Night
Farfetch'd	20%	20%	–%
Magnemite	26%	26%	26%
Tauros	4%	4%	12%
Meowth	20%	20%	24%
Raticate	26%	26%	26%
Miltank	4%	4%	12%

Tauros



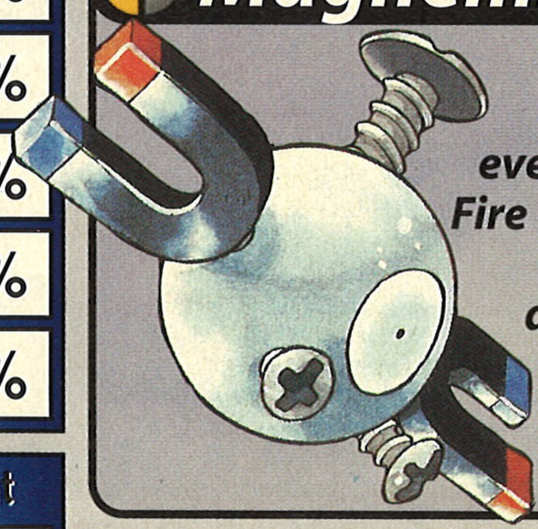
There are way too many pure-Normal Pokémon to choose from in Gold and Silver, but Tauros is definitely one of the best. All of its stats are great except Special Attack, which it doesn't use anyway. For some reason Stomp has been replaced with Horn Attack, but it now learns Thrash at level 43. see p.152

Miltank



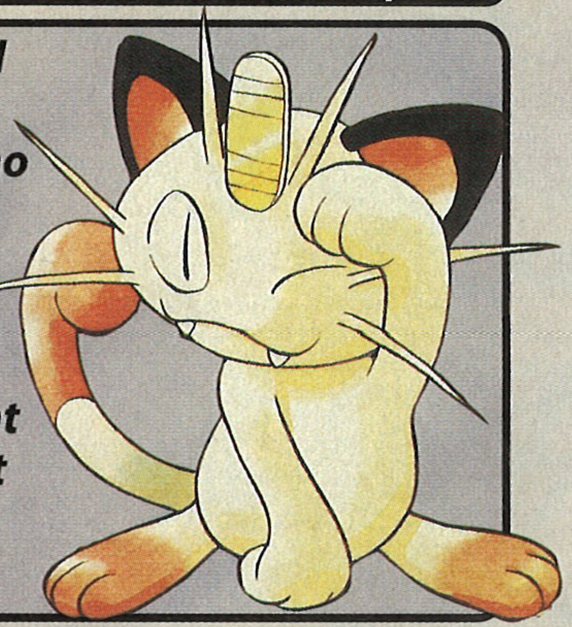
Miltank is the female version of Tauros, and shares its Speed and some of its strength. It also gets two great healing moves: Milk Drink (level 19) which recovers HP and can be used on other Pokémon (like Softboiled), and Heal Bell (at level 53), which erases the negative status conditions of all of your Pokémon. see p.153

Magnemite



There have been some big changes for little Magnemite. It's now Electric/Steel (instead of just Electric), which gives it resistance to everything except Ground, Fighting, and Fire (which it's weak to) and Water (which it isn't). And now it finally learns a decent late game attack, Zap Cannon, an Electric attack with a strength of 100 that always Paralyzes–but only hits half the time. see p.142

Meowth



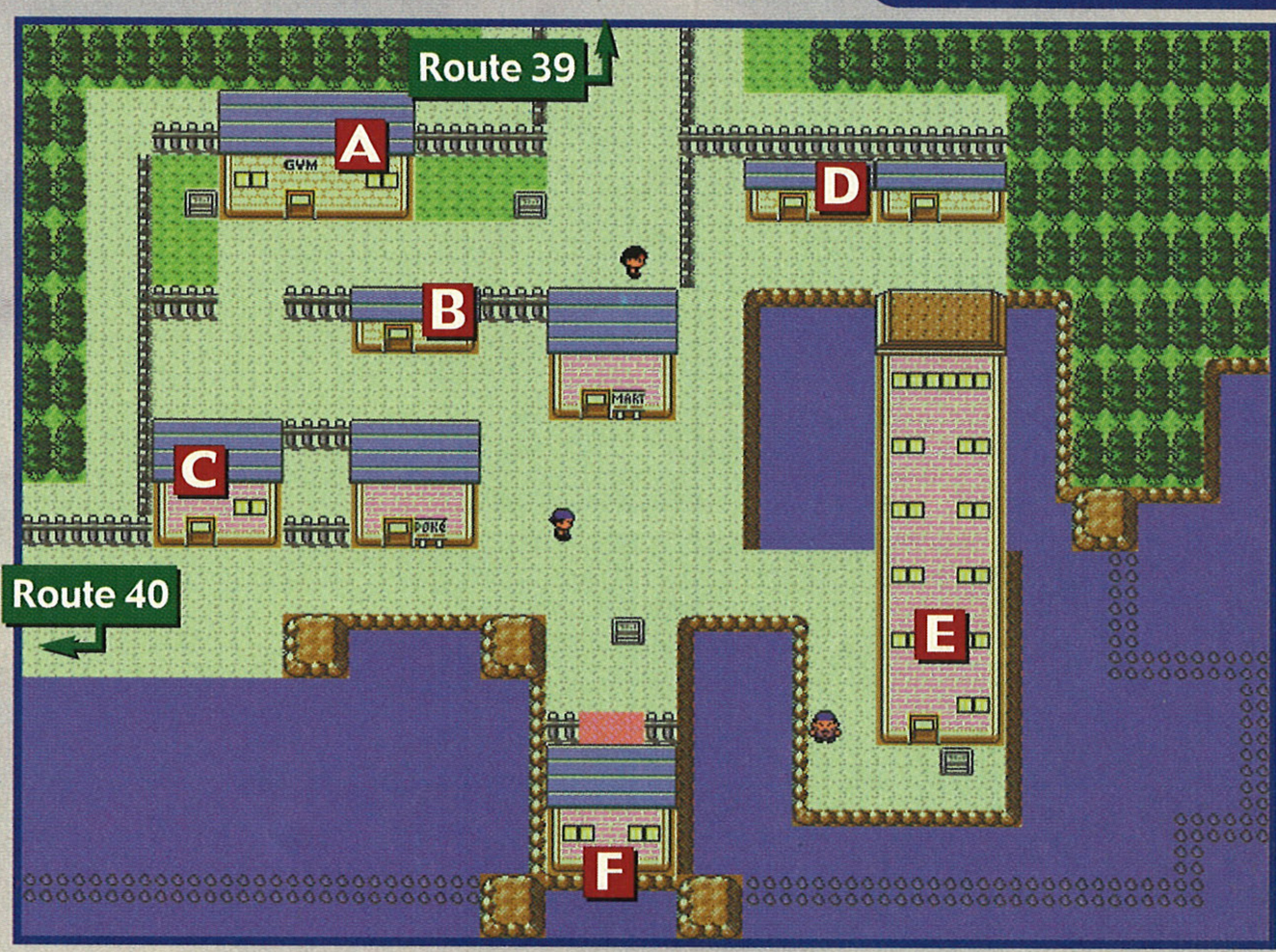
Meowth and Persian are only in Silver, but Gold players (who will get Mankey instead) aren't missing too much. Its only new move of note is Faint Attack (a Dark version of Swift), at level 28. That and Bite make Meowth decent against Psychics and great against Ghosts (who typically can't hurt Normal-types). see p.148

OLIVINE CITY

section **F-3**

A Where's the Olivine City Gym Leader?

When you arrive in Olivine, you'll find your rival lurking near the Gym, but he isn't interested in you. He's looking for Jasmine, the Olivine Gym Leader. The word around town is that she's gone to the Lighthouse (E) to help a sick Pokémon.



B Get the Good Rod (Finally!)

Another generous fisherman will give you the Good Rod here, so now you can finally catch some decent Water Pokémon. In fact, there are a bunch of good things to fish for right here in Olivine City, and its small harbor (see F, next page).

C Pick Up HM 04 (Strength)

Teach HM 04 to a Pokémon and not only will it learn a powerful Normal attack, it'll also be able to push aside the rounded stones you see in dungeons. Once we get HM 02 (Fly), we'll be ready to do some backtracking (see page 51).

Olivine City Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	80%	20%	-
Krabby	20%	70%	55%
Kingler	-	-	10%
Corsola*	-	10%*	35%*
Staryu*	-	10%*	35%*

*Corsola cannot be found at night, Staryu can only be found at night

Poké Mart	
GREAT BALL	600
SUPER POTION	700
HYPER POTION	1200
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
ICE HEAL	250
SUPER REPEL	500
SURF MAIL	50

D Swap a Krabby for a Voltorb

This isn't a particularly exciting trade, since you'll have opportunities to catch wild Voltorb, but you might as well go for it. After all, you can just step outside this guy's front door and fish up an extra Krabby right here and now.

Corsola

They've mixed Water with almost every type imaginable in Gold and Silver, and Corsola is the token Water/Rock Pokémon. It's not an effective combination, and Corsola doesn't have much to show for it; just a bunch of primarily defensive skills and fairly bad stats. Looks pretty cool, though.

see p.160

Staryu

Staryu are nocturnal now, but it's worth setting up a nighttime fishing trip to catch one. Staryu and Starmie have solid stats, learn new moves like Rapid Spin (at level 13), and get old moves like Recover much earlier. Stick with Staryu until level 47 before you evolve it.

see p.159

Voltorb

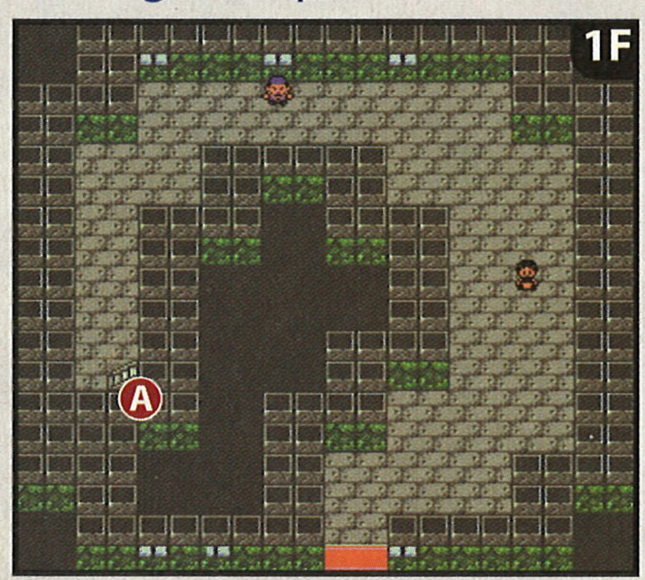
Even though it looks just as Steel as Magnemite, Voltorb is still pure Electric. This is good, 'cause it means it gets to keep its incredible Speed. Use a TM to teach Thunder to its evolved form, Electrode, and you'll have a first turn K.O.'ing machine.

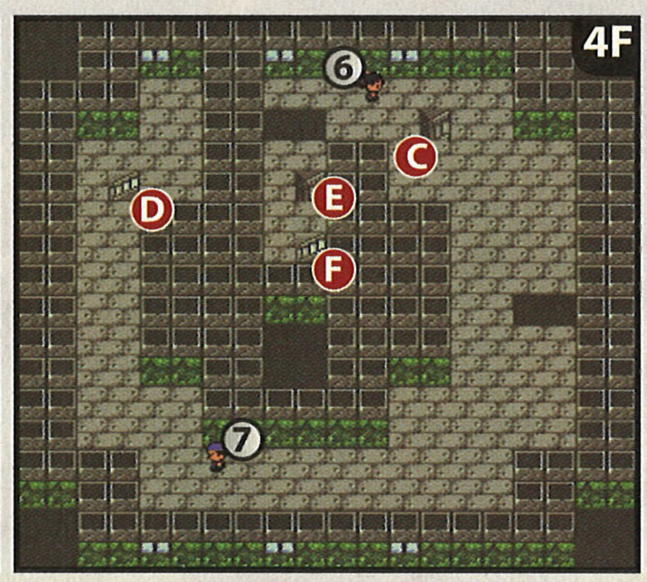
see p.143

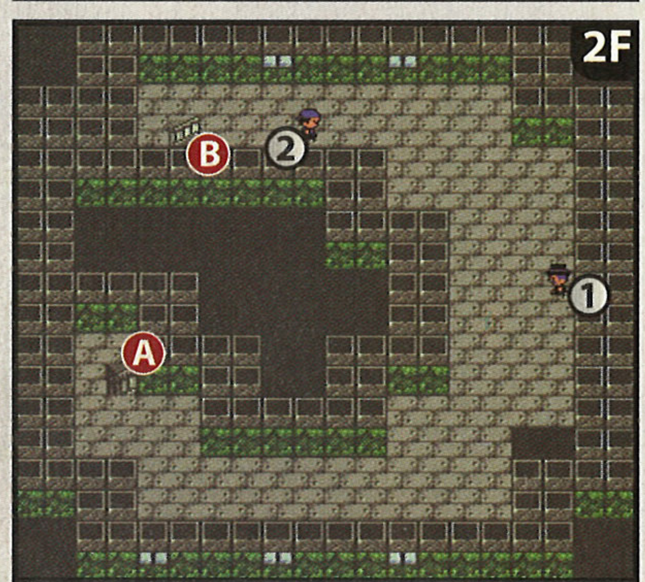
E Olivine City Lighthouse

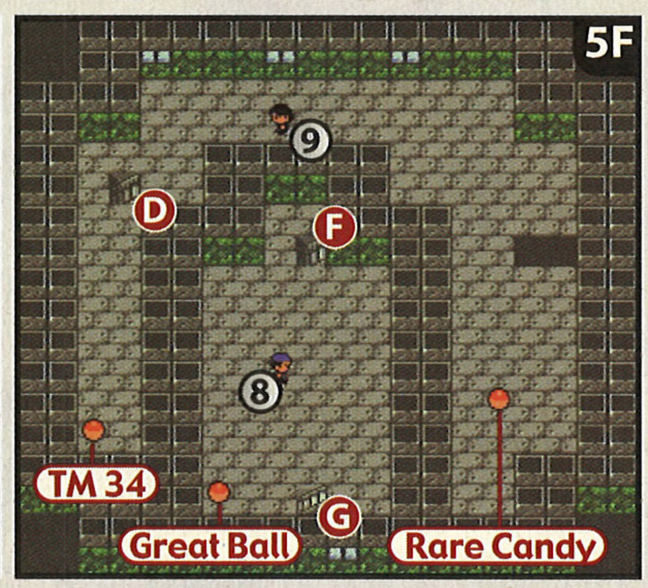
There are no Pokémon in this dark tower, only a series of relatively easy trainers. Some of them can be avoided, but don't miss the Gentlemen, since they carry a ton of cash. The only other trick here is to fall through the pit above staircase E on level 4; that's the way to get the central staircase that will take you to the top floor. But make sure to head up to the dead end on level 5 anyway to get the Rare Candy and TM 34 (Swagger).

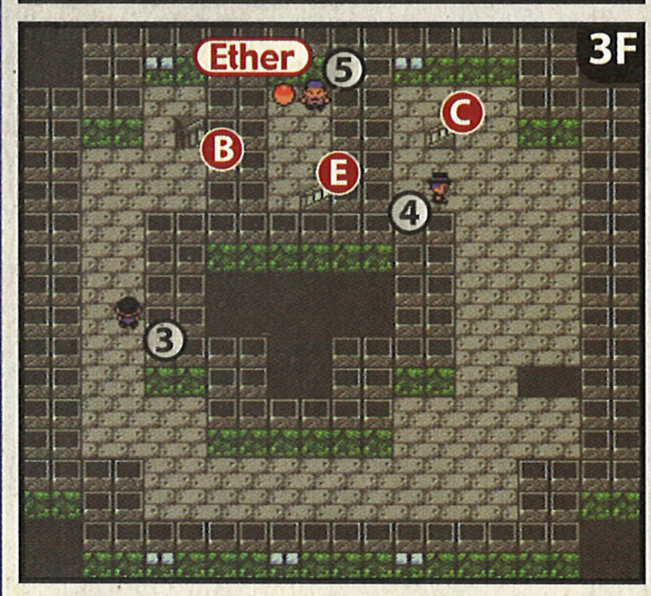
At the top you'll find Jasmine, and her ailing Pokémon, but she still won't be willing to accept any challenges. You'll need to travel to Cianwood and bring her back medicine first.

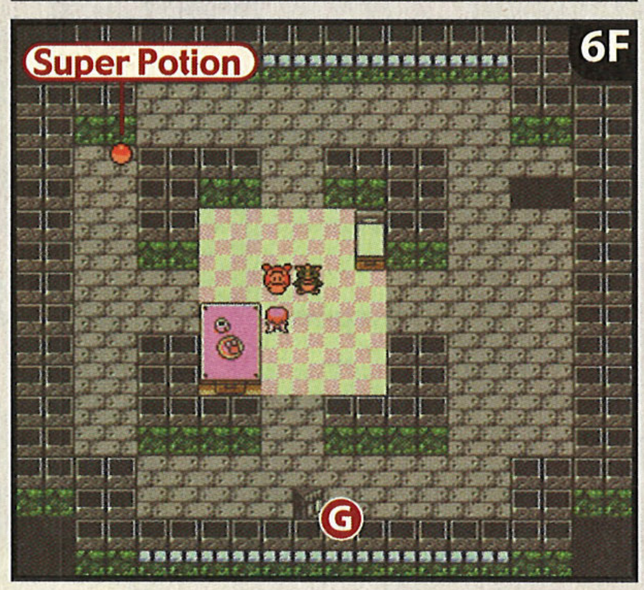


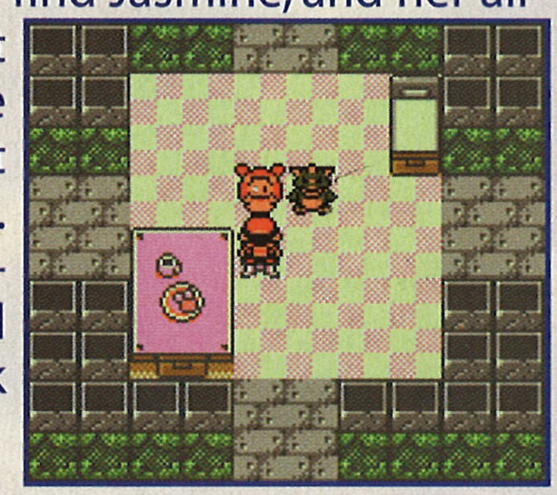












1 Alfred ₽1440	
Noctowl	Level 20

2 Huey ₽720	
Poliwag	Level 18
Poliwhirl	Level 18

3 Derek ₽352	
Pidgey	Level 17
Pidgey	Level 15
Pidgey	Level 19
Pidgey	Level 15
Pidgey	Level 15

4 Preston ₽1296	
Growlithe	Level 18
Growlithe	Level 18

5 Terrell ₽800	
Poliwhirl	Level 20

6 Connie ₽504	
Marill	Level 21

7 Kent ₽800	
Krabby	Level 18
Krabby	Level 20

8 Earnest ₽720	
Machop	Level 18
Machop	Level 18
Poliwhirl	Level 18

9 Denis ₽432	
Spearow	Level 18
Spearow	Level 18
Fearow	Level 20

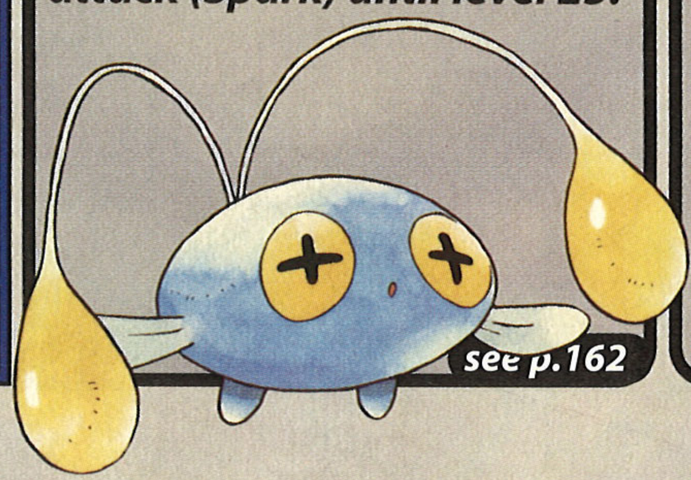
F Great Fishing in Olivine Harbor

There are no ships sailing today, but the harbor is still worth a visit for the great fishing opportunities. A Chinchou, in particular, will be a big help in getting through Route 40+41.

Olivine Harbor Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	90%	40%	–
Shellder	–	25%	30%
Tentacool	10%	10%	–
Tentacruel	–	–	10%
Chinchou	–	25%	50%
Lanturn	–	–	10%

Chinchou

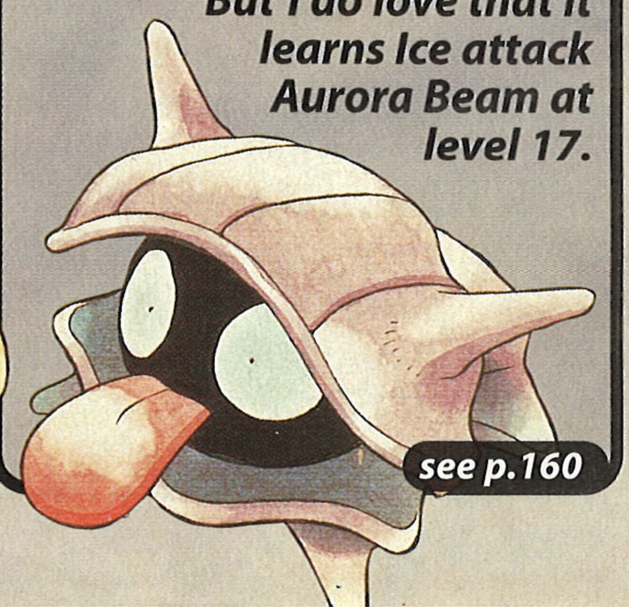
Water/Electric is a great mix, 'cause you can use Chinchou to Surf water areas and fry every other Pokémon you encounter. Better yet, Water Pokémon are even resistant to other Water Pokémon! Too bad Chinchou doesn't learn its first Lightning attack (Spark) until level 25.



see p.162

Shellder

Shellder's evolved form, Cloyster, was a favorite of ours in Red/Blue/Yellow, but now that Special has been split into two stats, we're finding its low Special Defense a problem. But I do love that it learns Ice attack Aurora Beam at level 17.



see p.160

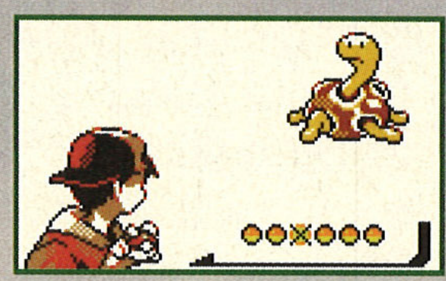
ROUTE 40+41

section **F-4**

Ignore the islands for now. The Legendary Lugia lives here, but you'll need to come back with HM 06 to get past the whirlpools, and the Silver Feather to get to Lugia.

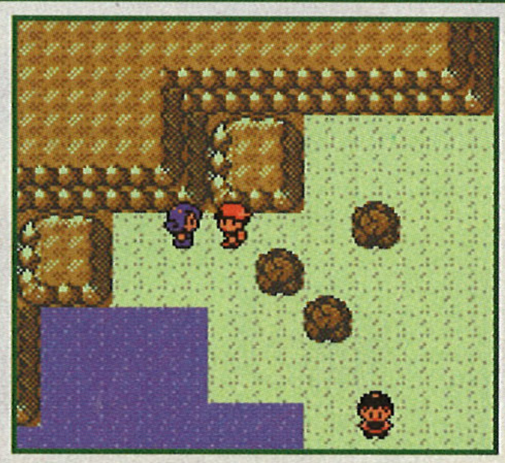
A Uncover a Shuckle

If you use Rock Smash on the cracked rocks at the beach, you may uncover a Krabby or a Shuckle. Shuckle can be tricky to catch, so you may want to wait for the freebie in Cianwood.



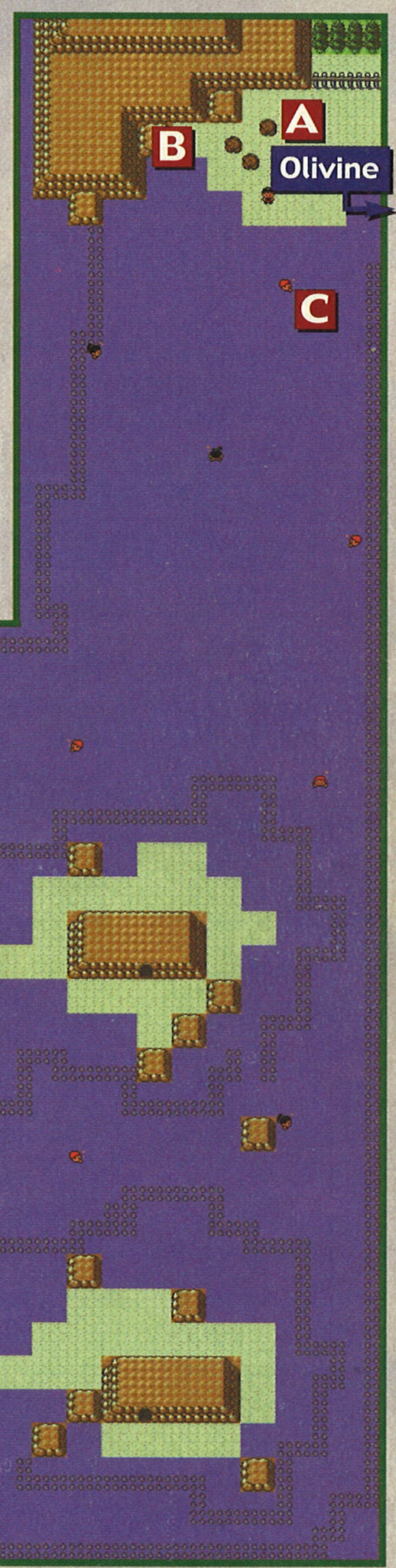
B Miss Monday

If you shirk work and hit the beach on a Monday, this young lady will give you the Sharp Beak, which powers up Flying-type techniques.



C Junior Trainers Aplenty

We don't have space to list the rosters of the 14 Junior Trainers in this area. But we will say that they're all Water-types, so bring lots of Electric and Grass Pokémon. Or just avoid them–Swimmers never carry much cash.



Route 40 - G/S Route 41 - S	Morning	Day	Night
Tentacool	84%	84%	84%
Tentacruel	16%	16%	16%

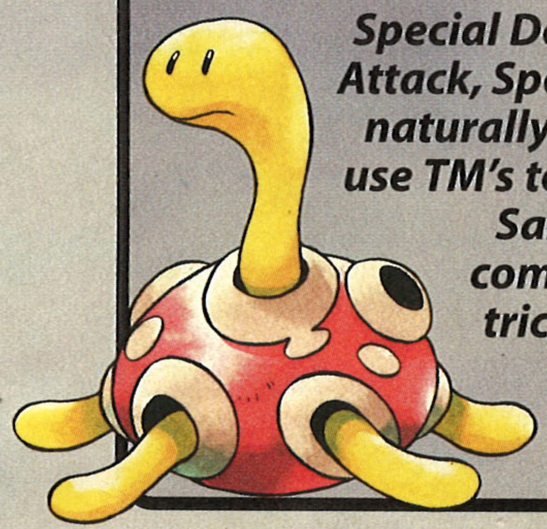
Route 41 (Gold Version)	Morning	Day	Night
Tentacool	80%	80%	80%
Tentacruel	16%	16%	16%
Mantine	4%	4%	4%

Route 41 Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	80%	20%	-
Krabby	20%	70%	55%
Kingler	-	-	10%
Corsola*	-	10%*	35%*
Staryu*	-	10%*	35%*

*Corsola cannot be found at night, Staryu can only be found at night

NOTE: Route 40 (the part by the beach) has the same fishing chart as Olivine City (see page 47)

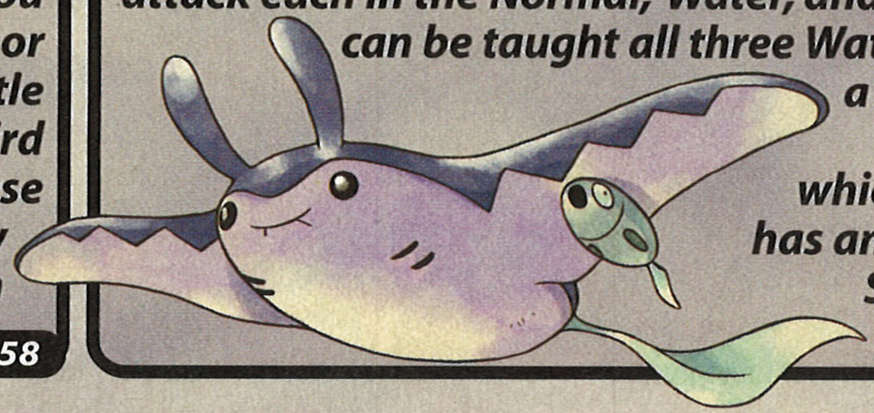
Shuckle



This Rock/Bug Pokémon has the highest Defense and Special Defense in the game, and the worst Attack, Special Attack, and Speed. It doesn't naturally learn any good moves, but if you use TM's to teach it stuff like Toxic, Curse, or Sandstorm, you'll have a nasty little combo on your hands. Here's a weird trick: Make Shuckle hold a Berry, use Shuckle in battle, and the Berry turns into Berry Juice (which heals 20 HP). see p.158

Mantine

Hee hee! Look, it has a little Remoraid attached to its wing. Awwww. Um, anyway, Gold-exclusive Mantine is a Water/Flying Pokémon that can learn one decent attack each in the Normal, Water, and Flying types. It can be taught all three Water TM's (and it's a good idea to do so), but not Fly, which is a shame. It has an unusually high Special Defense.



see p.170

section

F-5 Cianwood Island

A Get Jasmine's Medicine

The pharmacist in this small building will give you the Secret Potion that Jasmine needs. If you then leave and come back, he'll start selling a small selection of normal medicines including the handy, space-saving Full Heal, which can cure any status condition.

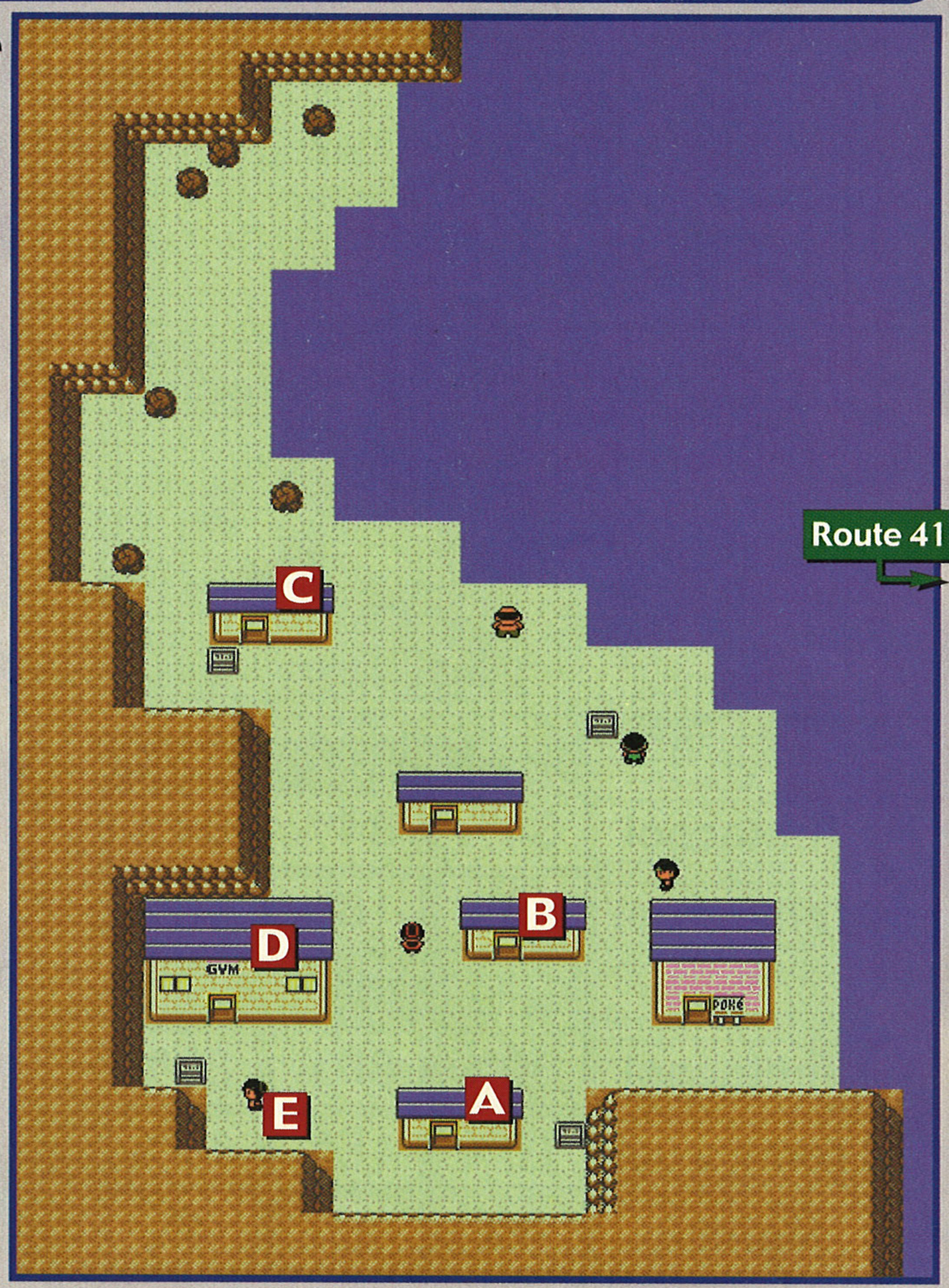
Poké Mart	
POTION	300
SUPER POTION	700
HYPER POTION	1200
FULL HEAL	600
REVIVE	1500

B Give Shuckie a Good Home

The guy in this house is so concerned about his Pokémon being stolen that he'll give it to you for safe-keeping. It's a Shuckle named Shuckie, and as long as you keep it happy, it's yours to keep.

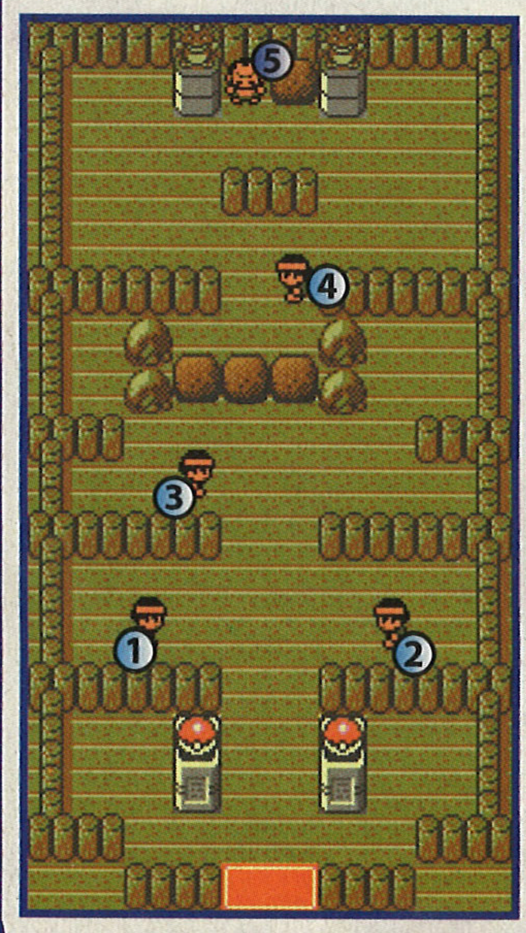
C The Pokémon Photographer

If you have a Game Boy Printer, this guy will be happy to take free photos of your Pokémon. The printed versions show the Pokémon's picture, its moves, and all of its stats.



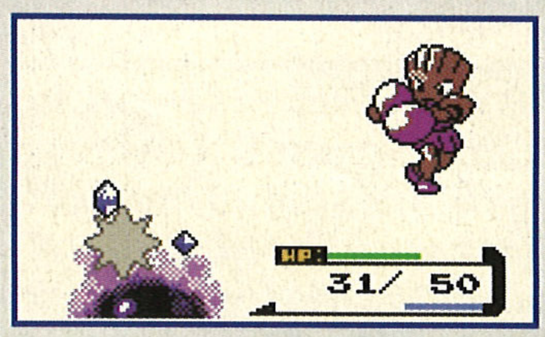
D Battle Chuck for the Storm Badge

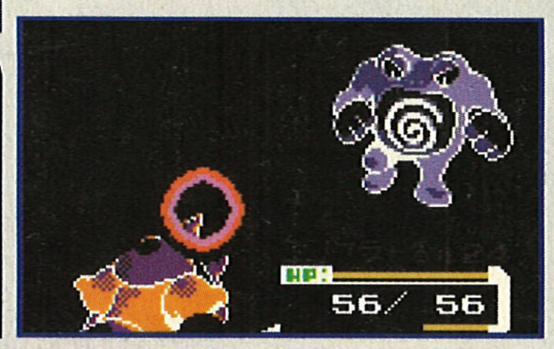
All of the Pokémon in this Gym are Fighting-type, but there's no simple trick to getting through it. Most of the fighters have non-Fighting type attacks to take care of Ghost Pokémon, so pack your roster mainly with quick Psychics (who can get a K.O. before they're flattened by the counterattack) and tough Flyers (especially ones with Flying attacks).



1	Yoshi ₽648	Hitmonlee Level 27
2	Lao ₽648	Hitmonchan Level 27
3	Nob ₽600	Machop Level 25
		Machoke Level 25
4	Lung ₽600	Mankey Level 23
		Mankey Level 23
		Primeape Level 25
5	Chuck ₽3000	Primeape Level 27
		Poliwrath Level 30

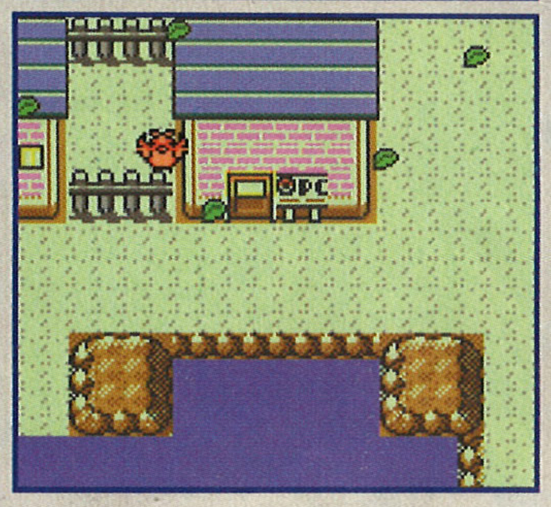
To clear this little puzzle, push the two on either side first.

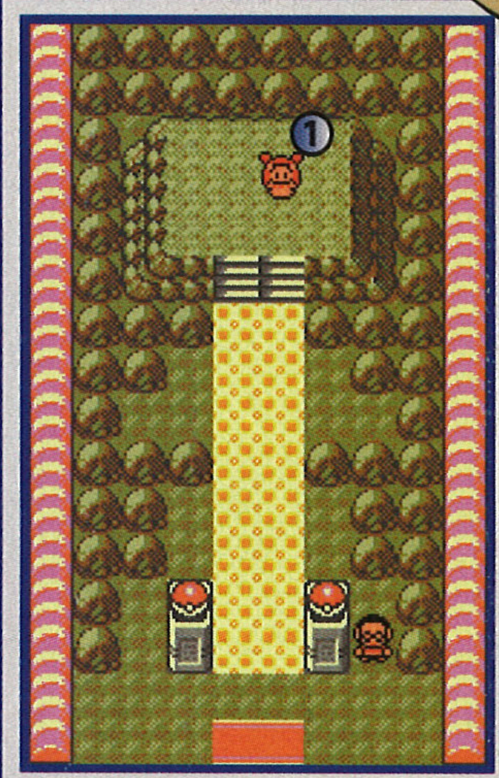


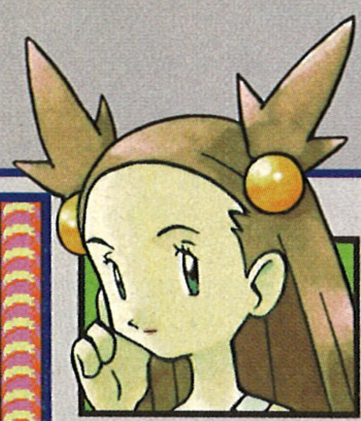


E Time to Fly!

Once you've defeated Chuck, this young lady will give you HM 02 (Fly). Teach it to a Flying-type Pokémon and soar back to Olivine.



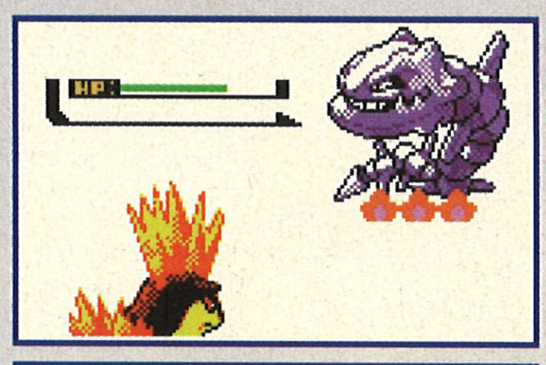


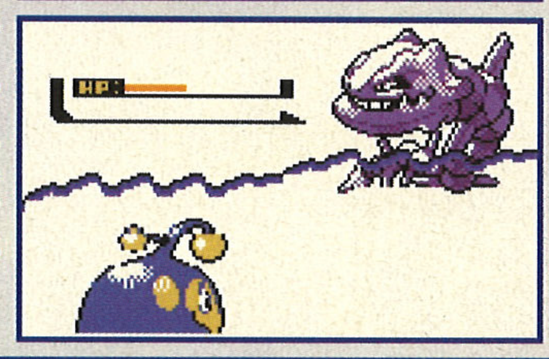


F Battle Jasmine for the Mineral Badge

No puzzles, no tricks, no Junior Trainers... Just Jasmine, two Magnemite, and a big, angry Steelix. Steel is vulnerable to Fire, Fighting, and Ground. A pure Ground Pokémon would be especially great here, since it would also be protected from the Magnemite's electricity. But if you don't have a good one at this point, try using your best Fire Pokémon, a Machop, and any Water Pokémon. Water is weak against Magnemite, but great against part-Ground Steelix, who is the real threat here.

1	Jasmine ₽3500
Magnemite	Level 30
Steelix	Level 35
Magnemite	Level 30





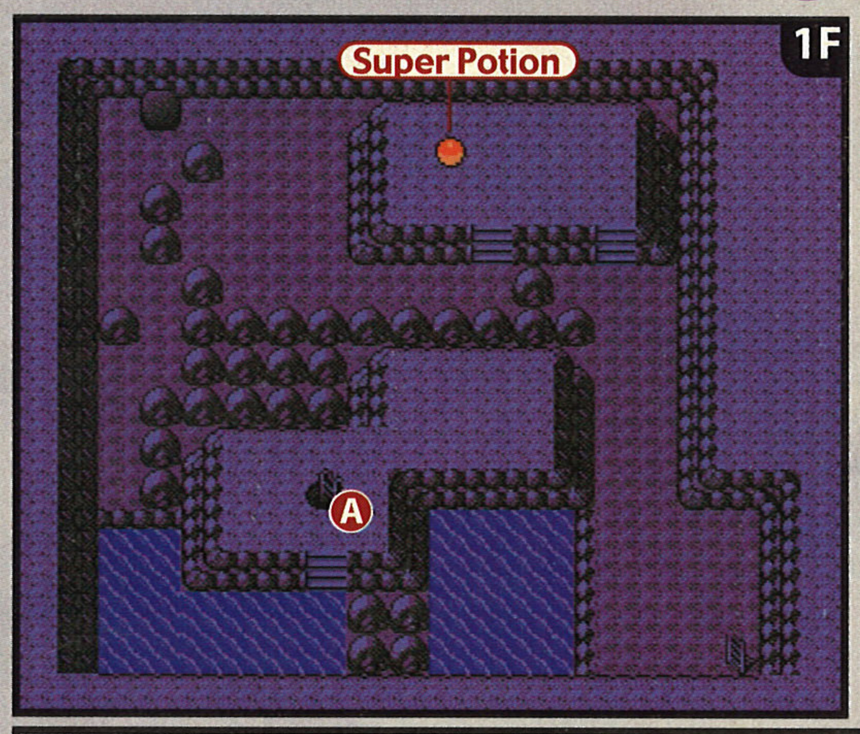
JOHTO SIDE QUESTS section F-6

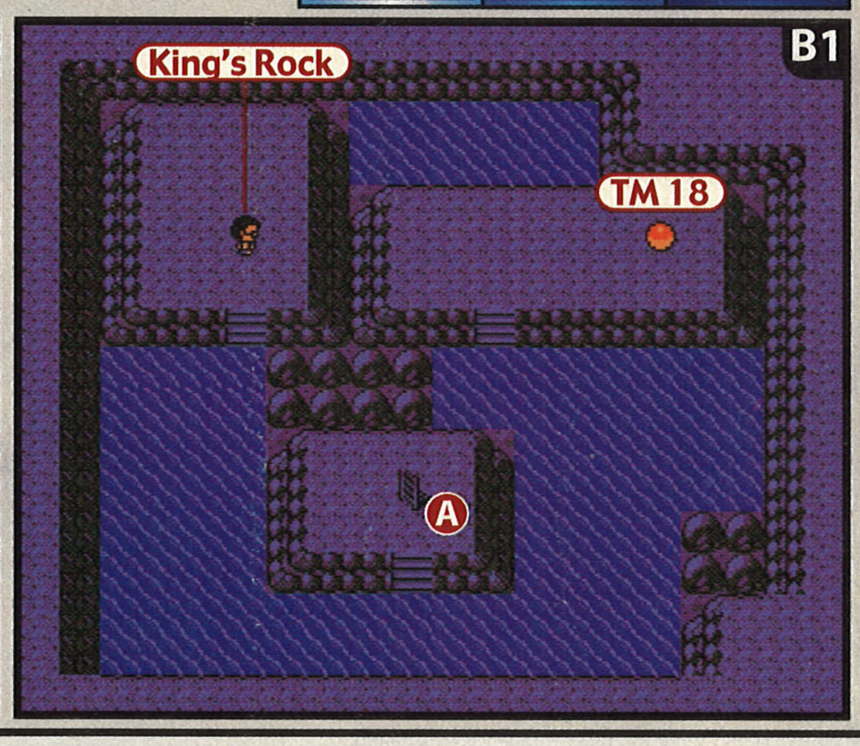
Now that you have Surf, Strength, and Fly, it's a good time to do some backtracking and pick up a few Items and Pokémon that we couldn't get to before. These are all optional, so feel free to skip ahead.

Valuable Items in the Slowpoke Well

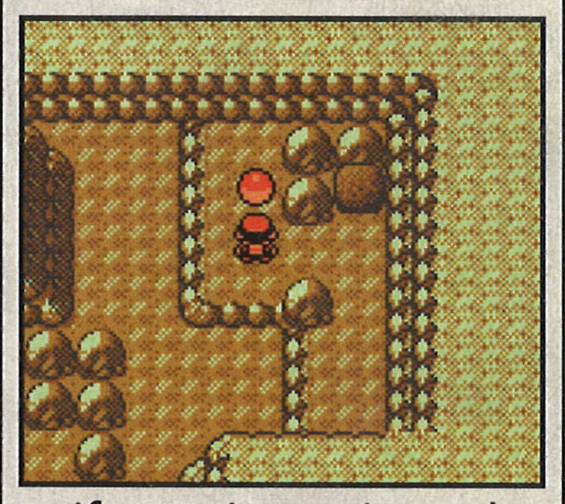
TM 18 (Rain Dance) isn't that great. But the King's Rock is all that and then some. When held, that Pokémon's attacks get a small chance of making an opponent Flinch and lose their turn (so give it to a speedy Pokémon). And if it's equipped by a Poliwhirl or Slowbro when traded, that Pokémon will evolve into a new form.

Well B1 (Both Versions)	Morning	Day	Night
Zubat	65%	65%	65%
Golbat	15%	15%	15%
Slowpoke	20%	20%	20%
Slowpoke	70%	70%	70%
Slowbro	30%	30%	30%

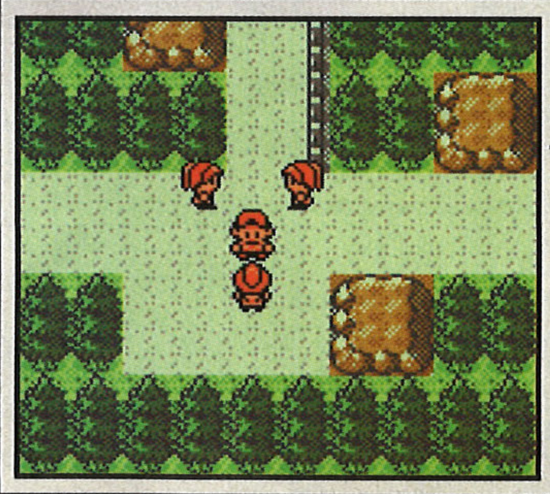




Get TM 20 in the Burned Tower



If you jump into the pit in the northeast corner of the Tower's first floor, you'll end up near here. Use Strength to push aside the rock, and get TM 20 (Endure), which can keep your Pokémon from being K.O.'ed for a few turns.

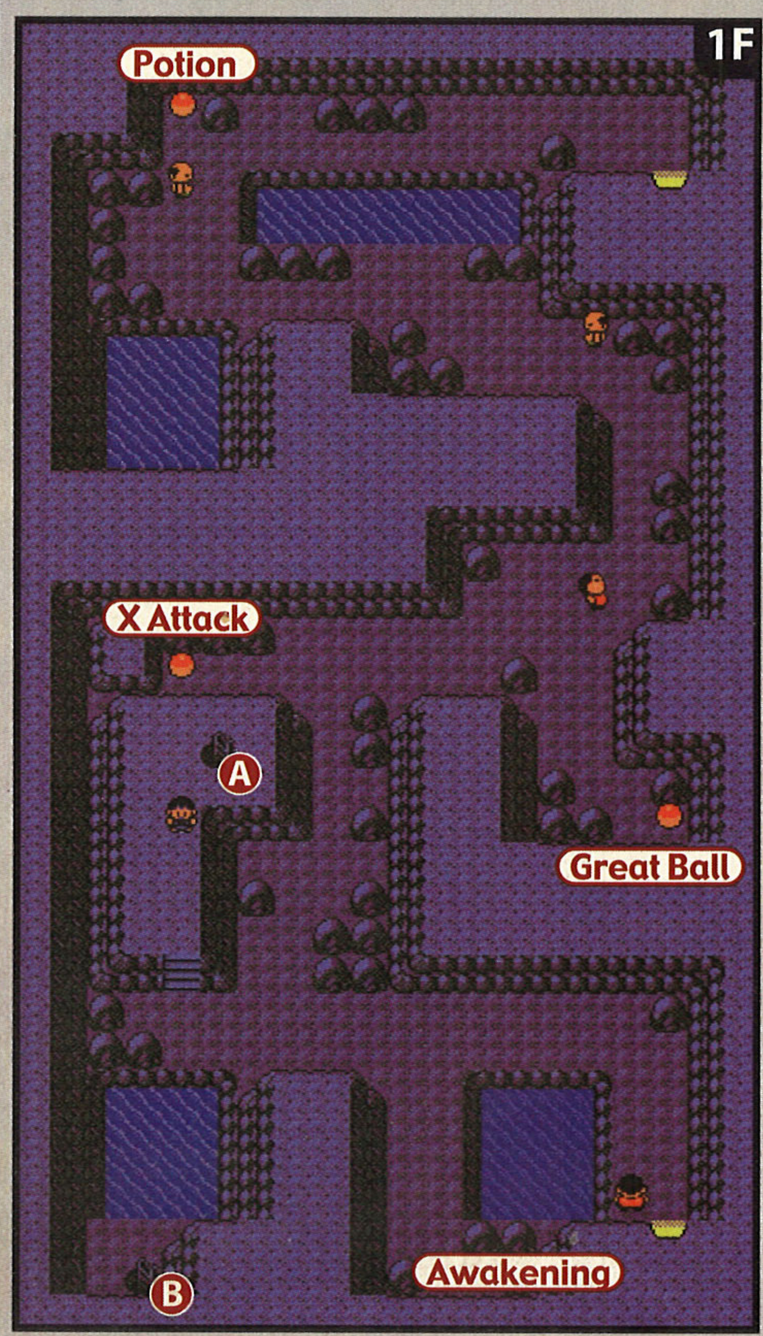


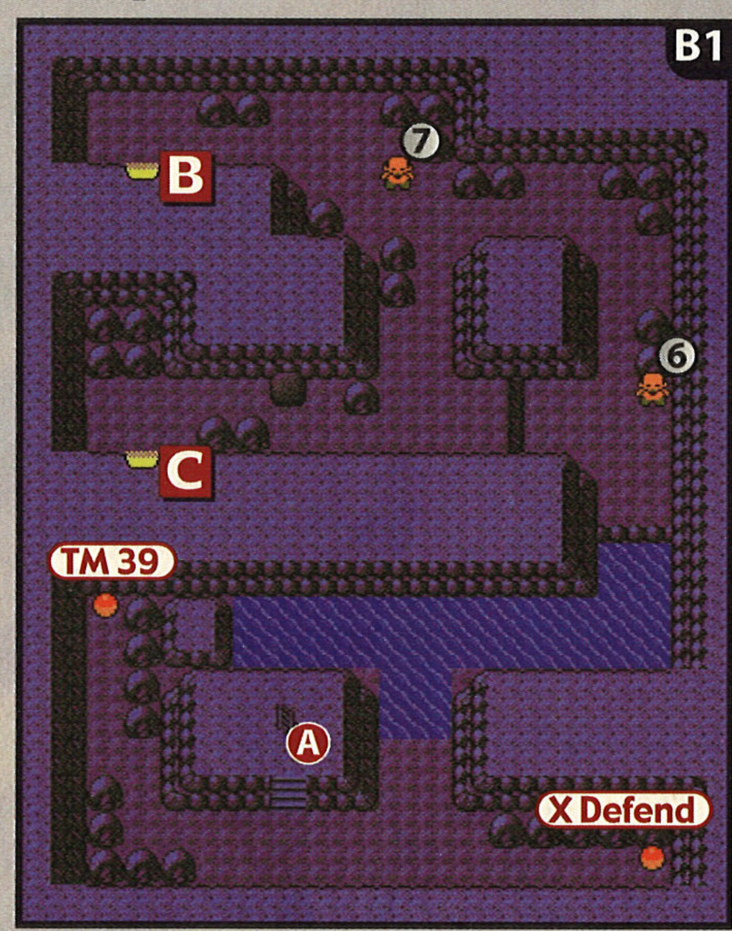
The Elite Trio of Route 34

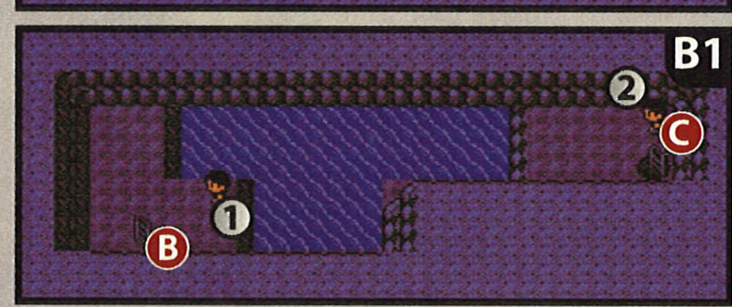
If you use Surf near the water on the West side of Route 34, and sail south, you'll come across these three elite trainers. There's no pause to heal between the first two fights, so come prepared: Good Electric Pokémon like Flaaffy and Grass Pokémon like Sunflora are a must here. Victory will earn you the Soft Sand that powers up Ground-type attacks.

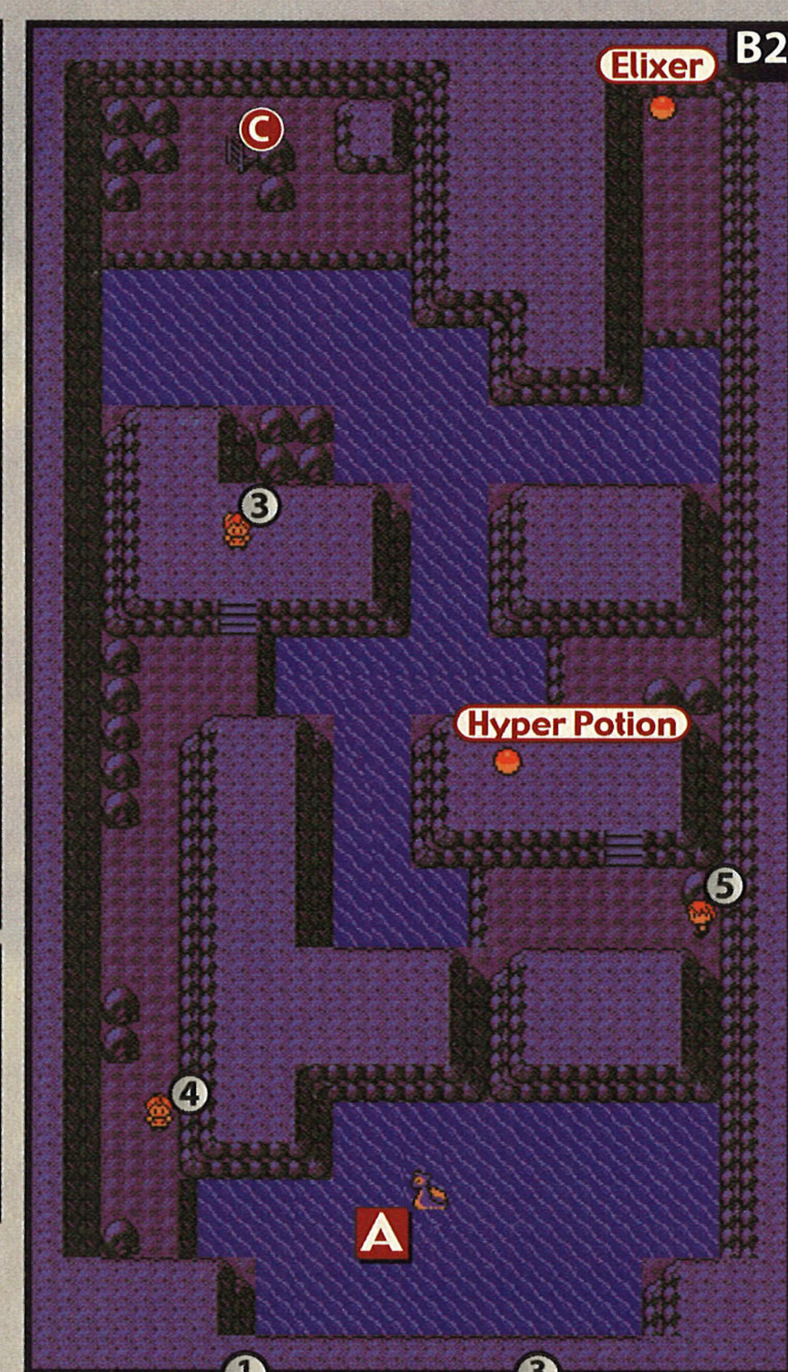
Irene ₽1152	Jenn ₽1248	Kate ₽1344
Goldeen Level 22	Staryu Level 24	Shellder Level 26
Seaking Level 24	Starmie Level 26	Cloyster Level 28

Lapras Lurks in the Union Cave









A It Only Comes Out on Fridays...

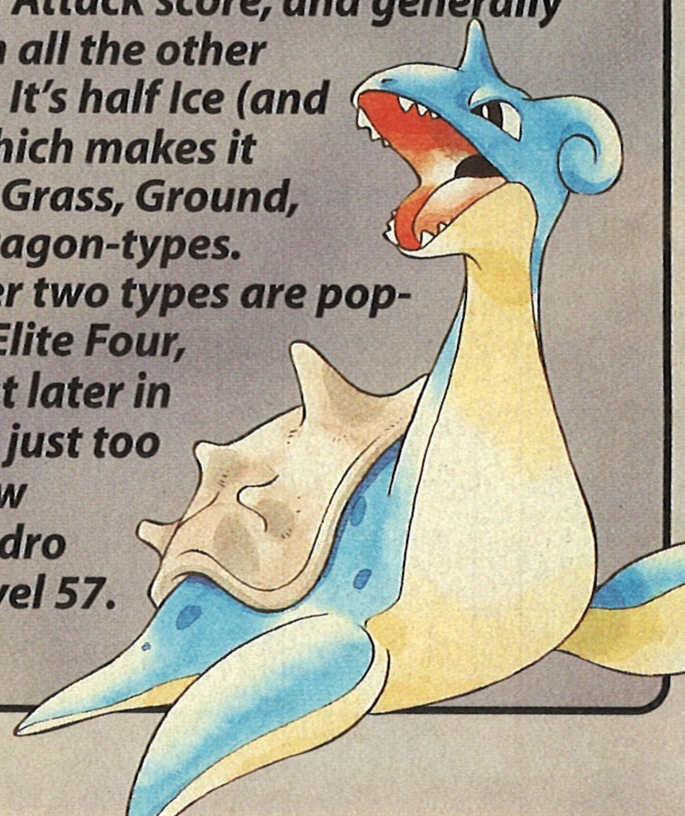
No one knows why Lapras only comes out on Fridays, but it never misses a one. It's resilient as well as punctual; if you accidentally K.O. it, it will still return the next week. Still, you probably don't want to wait (after all, Lapras is one of the best Pokémon in the game), so fight carefully and use Heavy Balls if you got 'em.

B C Take the Back Doors to the Ruins

If you're planning to continue your exploration of the Ruins of Alph (see next page), make sure to go through these two exits. Each one leads to a different part of the Ruins of Alph that is otherwise inaccessable.

Lapras

It's a lot of trouble getting to this guy, but it's always worth it. Lapras has a ton of HP, a meaty Special Attack score, and generally good scores in all the other departments. It's half Ice (and half Water) which makes it great against Grass, Ground, Flying, and Dragon-types. Since the latter two types are popular with the Elite Four, Lapras is great later in the game. It's just too bad that it now can't learn Hydro Pump until level 57.



Cave B2 (Both Versions)	Morning	Day	Night
Geodude	20%	20%	20%
Onix	10%	10%	10%
Rattata	10%	10%	10%
Raticate	20%	20%	20%
Zubat	20%	20%	20%
Golbat	20%	20%	20%
Tentacool	40%	40%	40%
Tentacruel	20%	20%	20%
Quagsire	40%	40%	40%

1 Andrew ₽1440
- Marowak Level 24
- Marowak Level 24

2 Calvin ₽1560
- Kangaskhan Level 26

3 Gwen ₽1056
- Eevee Level 26
- Vaporeon Level 22
- Flareon Level 22
- Jolteon Level 22

4 Emma ₽1344
- Poliwhirl Level 28

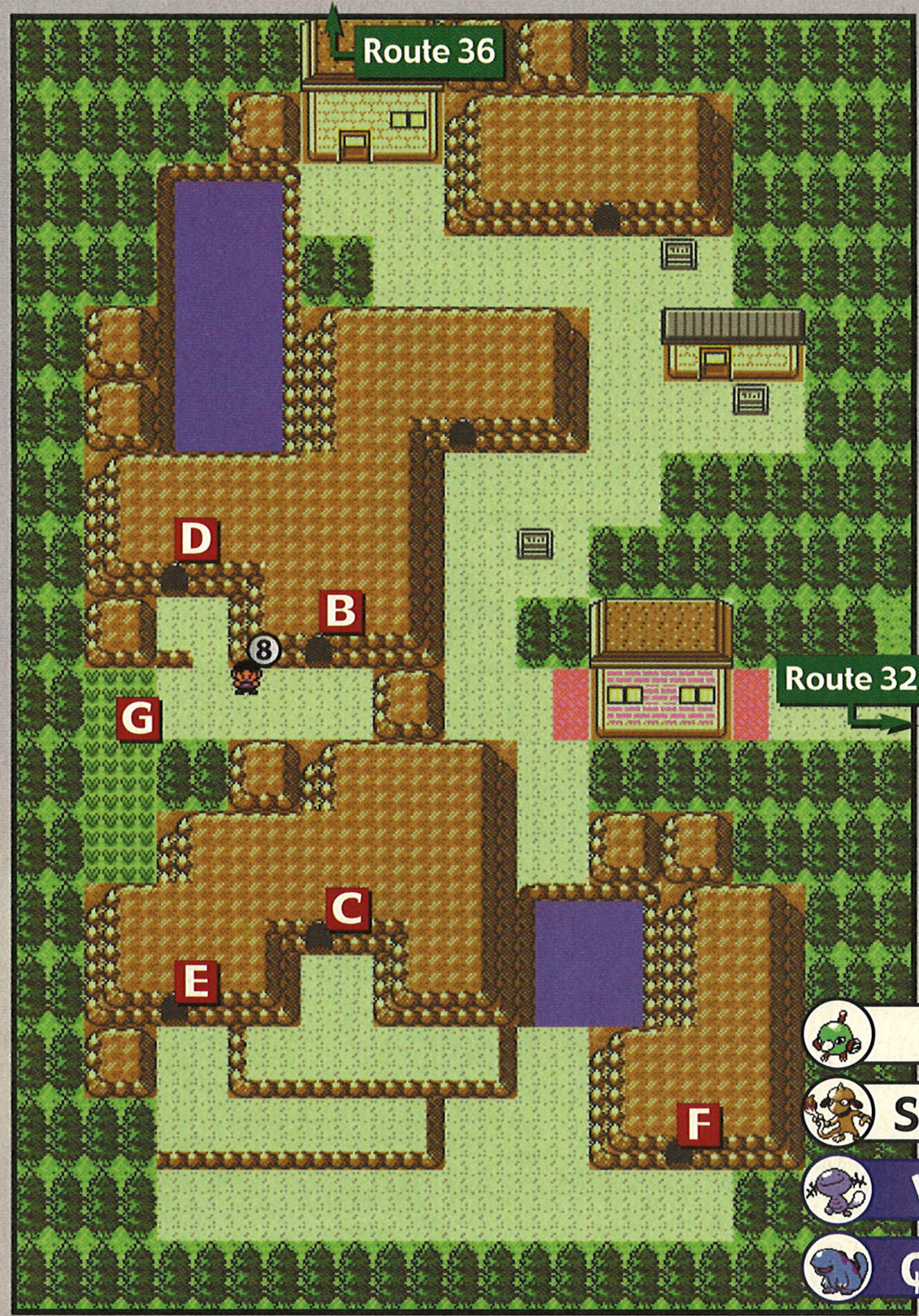
5 Nick ₽1248
- Charmander Level 26
- Squirtle Level 26
- Bulbasaur Level 26

6 Leonard ₽800
- Geodude Level 23
- Machop Level 25

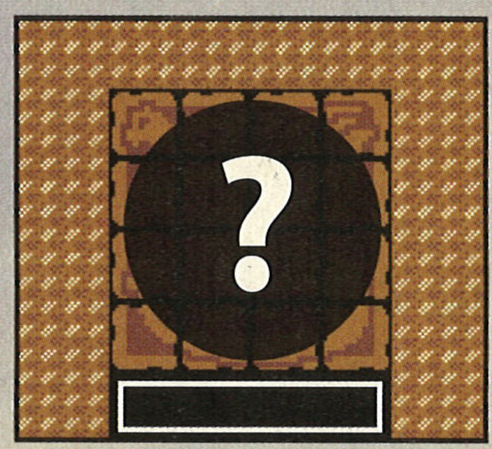
7 Phillip ₽736
- Geodude Level 23
- Geodude Level 23
- Graveler Level 25

see p.177

More Mysteries in the Ruins of Alph

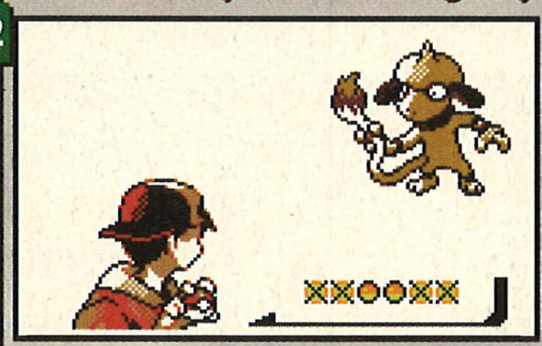


D E F Egads! More Puzzles!



You can swim to one of the sliding puzzle rooms, but the other two will require exiting from special areas (points B and C) of the Union Cave. The three new puzzles are much harder, since they're not symmetrical like the first one (the solutions are on page 104). Each one you solve releases more new Unown variations into the Ruins.

G Natu, Smeargle, and a Trainer

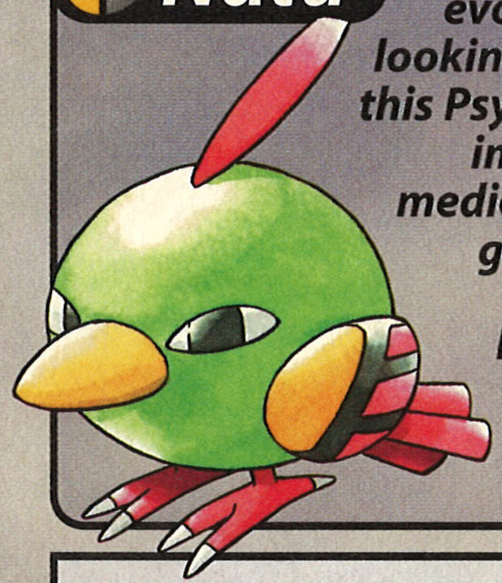


This thin strip of grass is one of the most overlooked Pokémon-catching areas in the game. It's the only place you can find either of these Pokémon, so don't leave without them. Watch out for the lone trainer!

Ruins of Alph (Both Versions)	Morning	Day	Night
Natu	88%	88%	88%
Smeargle	12%	12%	12%
Wooper	50%	50%	50%
Quagsire	50%	50%	50%

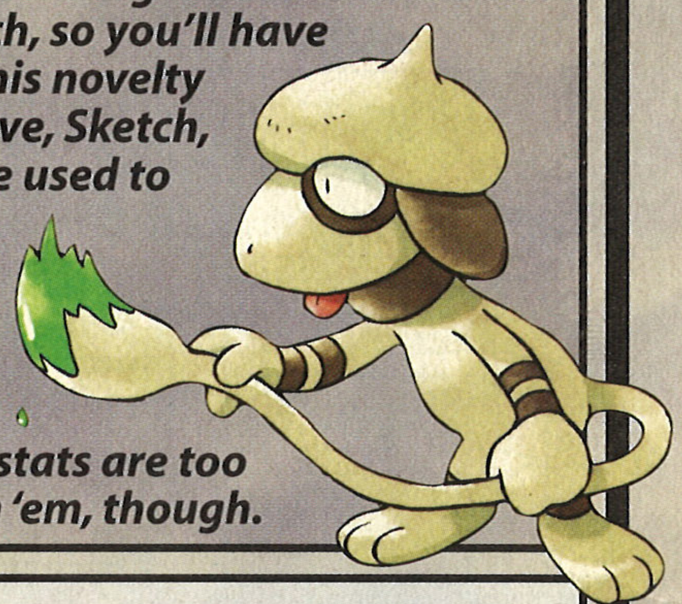
8 Nathan ₽832
Girafarig Level 26

Natu



This little bird is hyper cute and evolves into one of my favorite-looking Pokémon. But as a fighter, this Psychic/Flying combo has nothing on Lugia. Its stats are very mediocre, and it doesn't get many good attacks. And while Natu can Teleport you back to the last Pokémon Center you visited, it can't learn to Fly for real (evolved form Xatu can, however). see p.156

Smeargle



Shy Smeargle doesn't come out much, so you'll have to be patient to catch one. This novelty Pokémon learns only one move, Sketch, every 10 levels. Sketch can be used to copy–permanently–the last attack used on Smeargle. So with a lot of effort (it won't work versus humans), you can set up Smeargle with the best attacks in the game. Its stats are too low to do much with 'em, though. see p.155

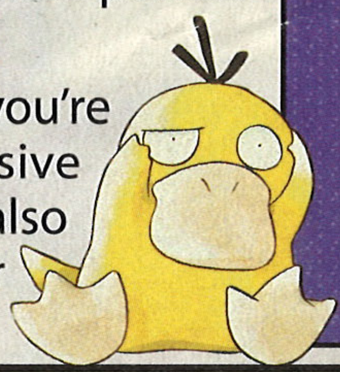
And While We're in the Neighborhood...

Pick up Stray Items in Violet City

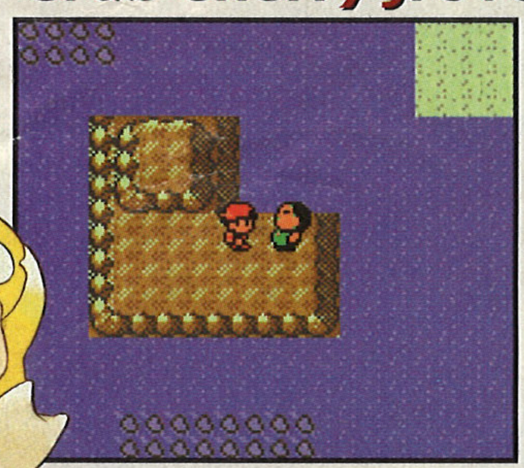
If you check the map on page 22, you'll see a hidden PP Up and a Rare Candy past Surf-able ponds.

Catch a Psyduck in Ilex Forest

If you Surf in the Ilex Forest until you're attacked, you'll encounter an elusive Psyduck (evolved form Golduck may also appear). You can also catch these Water Pokémon by Surfing near Route 35.



Grab Cherrygrove's Mystic Water



Cherrygrove City is just a 1-second flight away, so you should drop by and get the Mystic Water from the guy in the island. When equipped, it will power up your Pokémon's Water-type attacks.

Section G: The Glacier Badge

Six badges down, only two to go! Our next stop will take us east from Ecruteak to Mahogany, a town that's fallen under the dark shadow of Team Rocket. But before we can get into that gym, we'll need to visit the Lake of Rage and research the rumors of a Red Gyarados with the help of an old friend.

section G-1 Route 42

A Ignore the Caves For Now

You'll pass three entrances to Mount Mortar as you cross Route 42, but you can't get to the caves' ultimate prize (an exclusive Pokémon) without HM 07 (Waterfall). So we'll cover Mt. Mortar on page 66. For the time being, our business is in Mahogany.

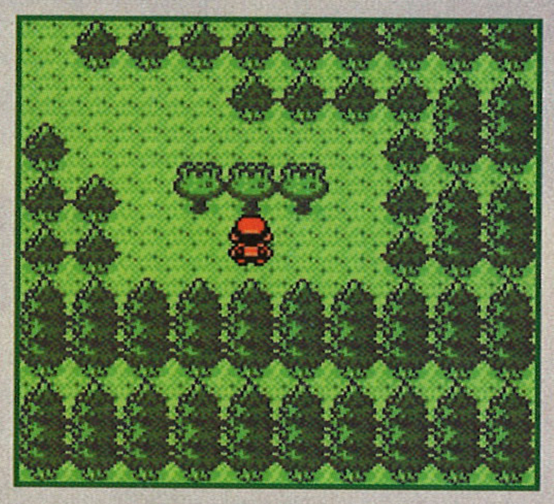
Route 42 (Gold Version)	Morning	Day	Night
Spearow	35%	25%	-
Mankey	25%	25%	25%
Mareep	25%	35%	25%
Flaaffy	15%	15%	15%
Zubat	-	-	35%

Route 42 (Silver Version)	Morning	Day	Night
Spearow	30%	20%	-
Mareep	55%	65%	65%
Flaaffy	15%	15%	15%
Zubat	-	-	20%

1. Chris ₽720
   - Qwilfish Level 18
2. Shane ₽960
   - Nidorina Level 16
   - Nidorino Level 16
3. Benjamin ₽512
   - Diglett Level 14
   - Geodude Level 14
   - Dugtrio Level 16

B Three Rare Apricorn Trees

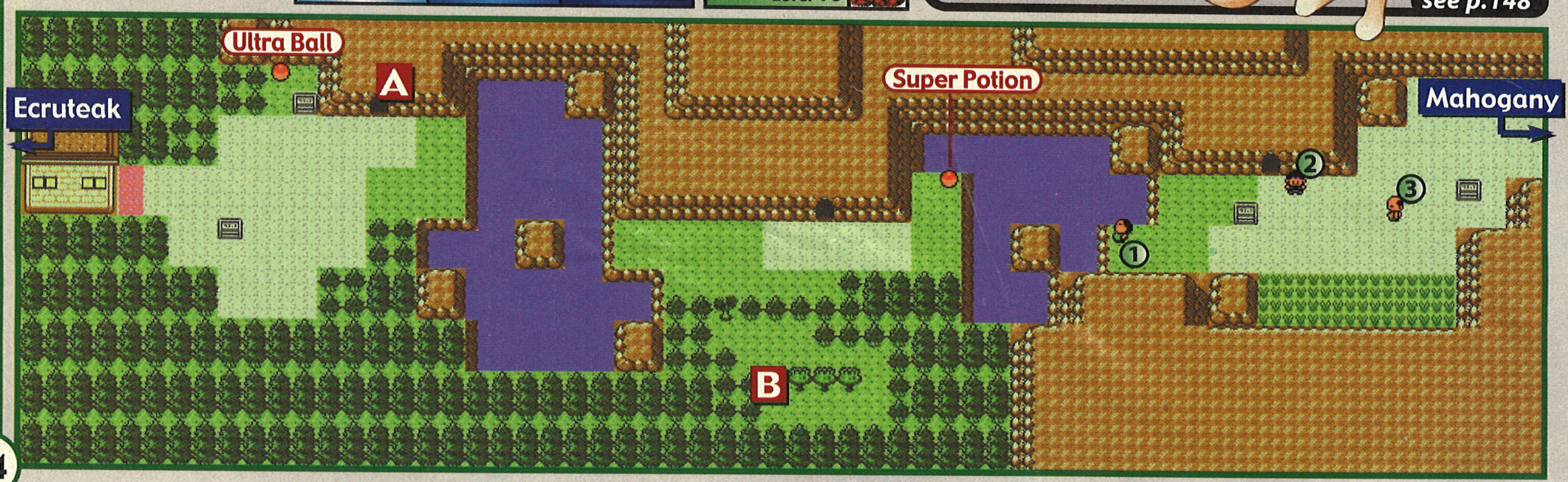
You'll need to Cut your way into this private Apricorn grove, but it's well worth it. It's the only place in the game where you can get Peach, Green, and Yellow Apricorns, which can be made into Love, Friend, and Moon Balls.



Mankey

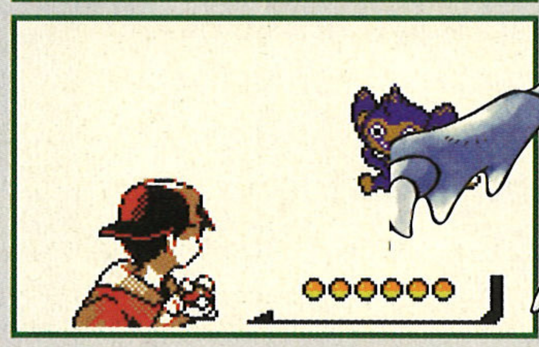
Fighting Pokémon are still few and far between. Mankey was underpowered in Red, Blue and Yellow, but they've done a lot to improve it in Gold (it can't be found in Silver). It finally gets a strong late game Fighting move, (Cross Chop), and early moves like Karate Chop have been powered up.

see p.148



C More Headbutting Fun!

Remember when you Headbutted all those trees to get a Pineco and Exeggcutor? Well, it's time to start Headbutting again, 'cause starting with Route 42, there's a whole new assortment of Pokémon to dislodge. You'll get a lot of Spearow, but you'll also knock down new Pokémon Heracross and Aipom. If you've lost the Pokémon that knew how to Headbutt, you can re-buy the TM (#02) in Goldenrod City.



Heracross

Heracross is an interesting mix of Bug and Fighting types, and it alone learns Bug's new super attack, Megahorn. The Bug equivilant of Lightning and Fire Blast, this attack could K.O. a Mewtwo in one shot. Too bad the Fighting type makes it too vulnerable to Psychics to last that long.

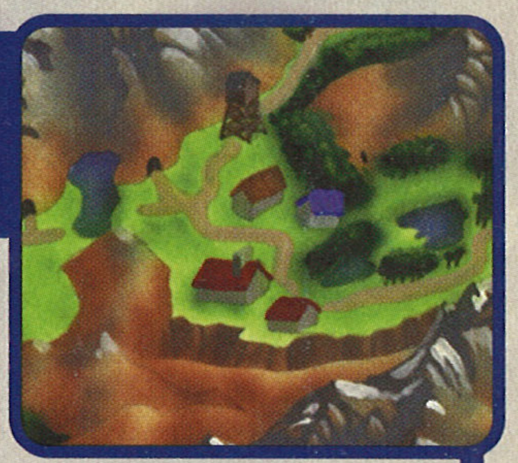
see p.140

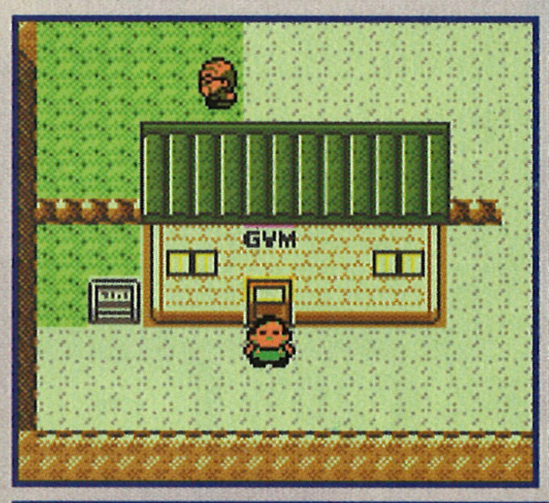
Aipom

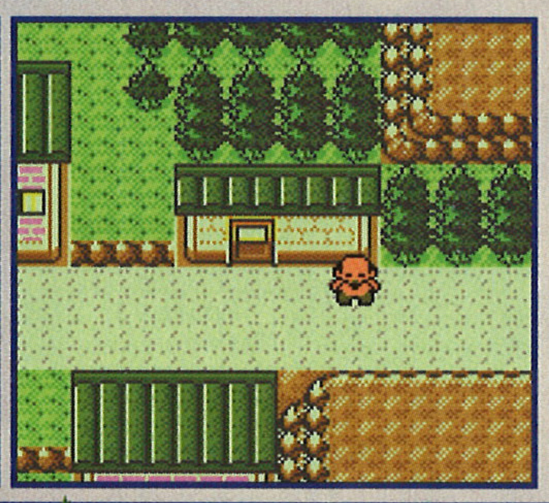
This disturbing Pokémon is one of 32 pure-Normal Pokémon in Gold and Silver. Aipom is quick, but has otherwise unimpressive stats and a poor collection of moves (although it can learn a bunch of TM's). It's fun to catch, but isn't really worth using.

see p.143

MAHOGANY TOWN section G-2

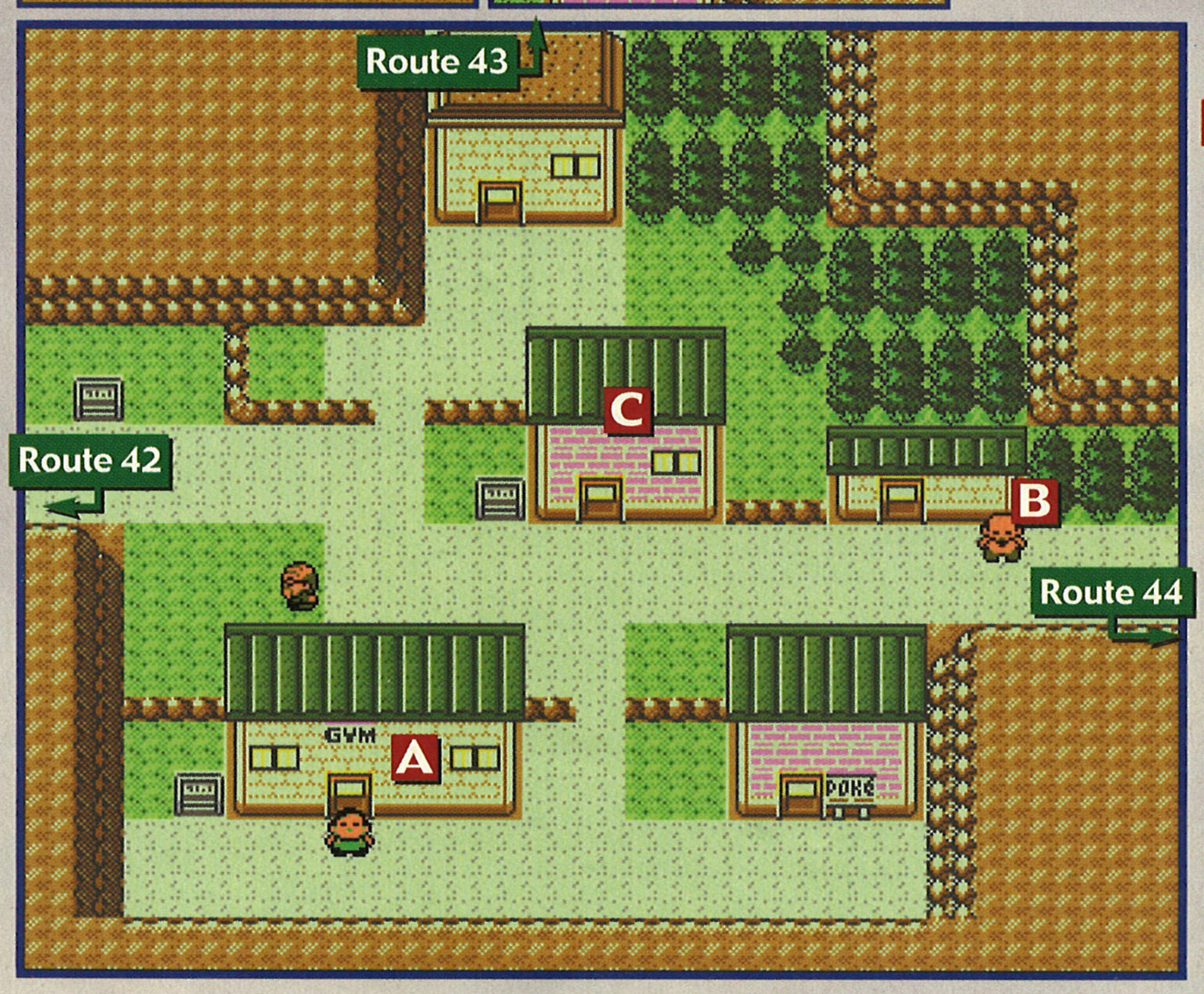






A B What's Going on Here?

Something's wrong in Mahogany, and it shouldn't take three guesses to figure out who's to blame. Team Rocket has the Gym blocked, and the path to Route 44 shut down. (The guy who blocks your way will offer to sell you candy bars for 300 bucks, but won't let you pass whether you buy them or not). That leaves you no choice but to head North to Route 43 (and the Lake of Rage).

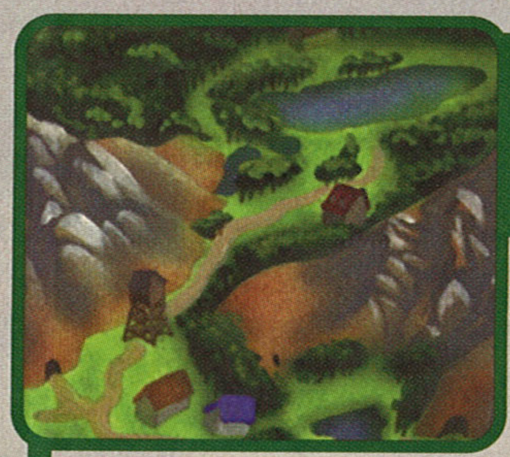


C A Very Unusual Item Shop

Instead of the usual staples, this item shop sells odd items like Tinymushrooms and Slowpoketails. Both of these items have no real use (they can be resold for the same price), and the shop will revert to a normal store when all of this Team Rocket madness has been cleared up.

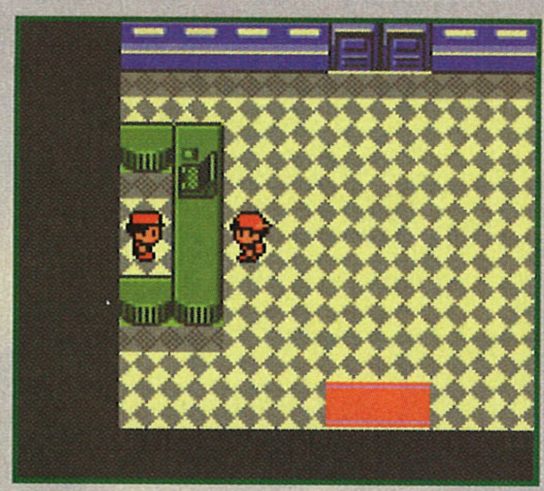
Shop (Before)	
TINYMUSHROOM	500
SLOWPOKETAIL	9800
POKé BALL	200
POTION	300

Shop (After)	
RAGECANDYBAR	300
GREAT BALL	600
SUPER POTION	700
HYPER POTION	1200
ANTIDOTE	100
PARLYZ HEAL	200
SUPER REPEL	500
REVIVE	1500
FLOWER MAIL	50



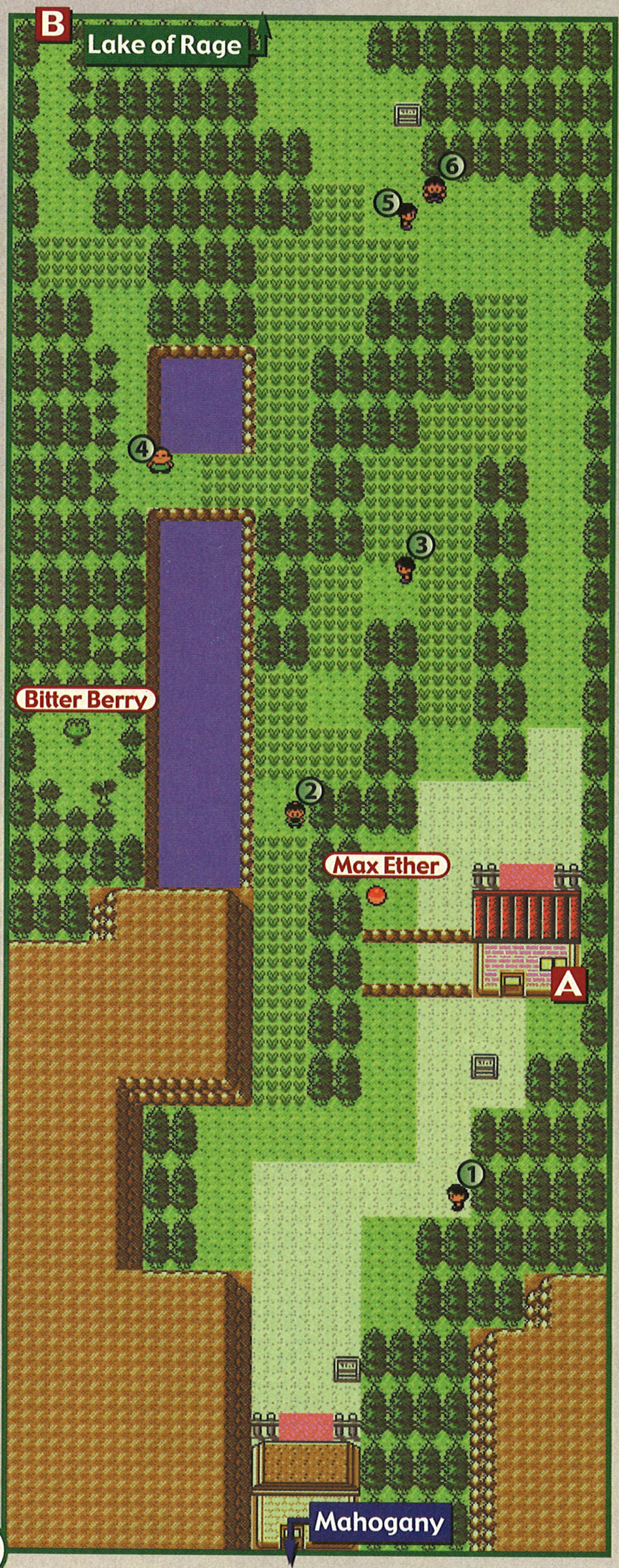
section
G-3 ROUTE 43

A Team Rocket Demands an Exorbitant Toll



Team Rocket has taken over the guardhouse on the east side of Route 43. They'll be plenty happy to let you pass... For 1,000 bucks. If you don't want to pay, you'll have to loop around to the west. But that may be for the best; the grassy areas along Route 43 are the only places in the game where you can catch a very cool new Pokémon.

After you've crushed the Rockets, the guardhouse will fall back into friendly hands, and you'll be allowed to pass freely. And the new guard will thank you with TM 36 (Sludge Bomb), an awesome Poison-type attack.

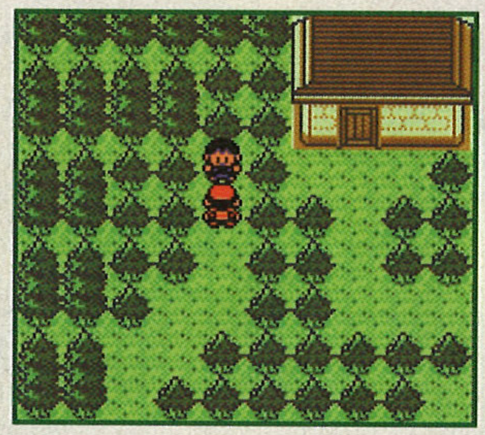


1
Spencer ₽380
Sandshrew Level 17
Sandslash Level 17
Zubat Level 17
2
Tiffany ₽400
Clefairy Level 20
3
Brent ₽1140
Lickitung Level 19
4
Marvin ₽600
Magikarp Level 10
Gyarados Level 10
Magikarp Level 15
Gyarados Level 15
5
Ron ₽1140
Nidoking Level 19
6
Ben ₽1140
Slowbro Level 19

B The Western Path to the Lake

Follow this path to the Lake of Rage area, and you'll arrive at this man's home. He'll give you TM 10 (the very odd Hidden Power skill). Continue east for TM 43 (Detect).

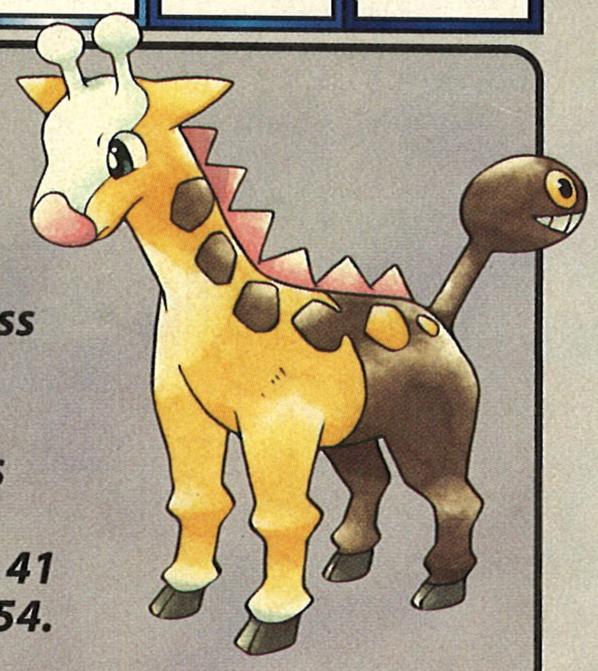
C Mr. Wednesday's Blackbelt



Wesley, the man in this corner of the Lake of Rage (see map) only comes out on Wednesdays. He'll give you a Blackbelt, which strengthens Fighting-type attacks.

Route 43 Both Versions	Morning	Day	Night
Pidgeotto	15%	20%	-
Venonat	15%	-	20%
Mareep	30%	40%	30%
Flaaffy	15%	15%	15%
Girafarig	25%	25%	25%
Hoothoot	-	-	10%

Girafarig



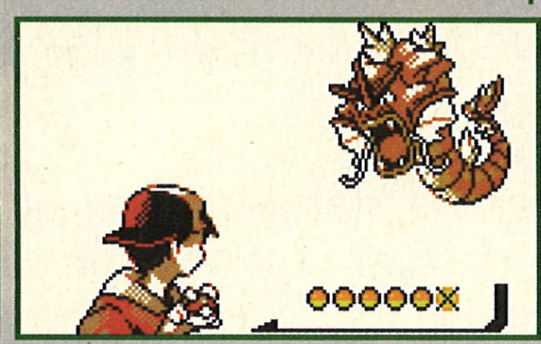
This palindromic giraffe is a solid Psychic Pokémon. It's half Normal, which, on the plus side, means it can Stomp on opponents who would be less effected by Psychic (it also gives it full immunity to Ghost attacks). On the down side, it makes its Psychic attacks weaker than those of other Pokémon. But it gets great skills: Psychic at level 41 and Dark's best skill (Crunch) at level 54.

see p.152

LAKE OF RAGE

section G-4

D Capture the Red Gyarados



You don't need to capture this Gyarados to proceed, but you do need to battle it, so you might as well. After all, when are you ever gonna see another red Gyarados? Whether you capture it or K.O. it, you'll get the Red Scale when the battle is over. Take this to Mr. Pokémon way back on Route 30 and he'll swap it for an EXP Share.

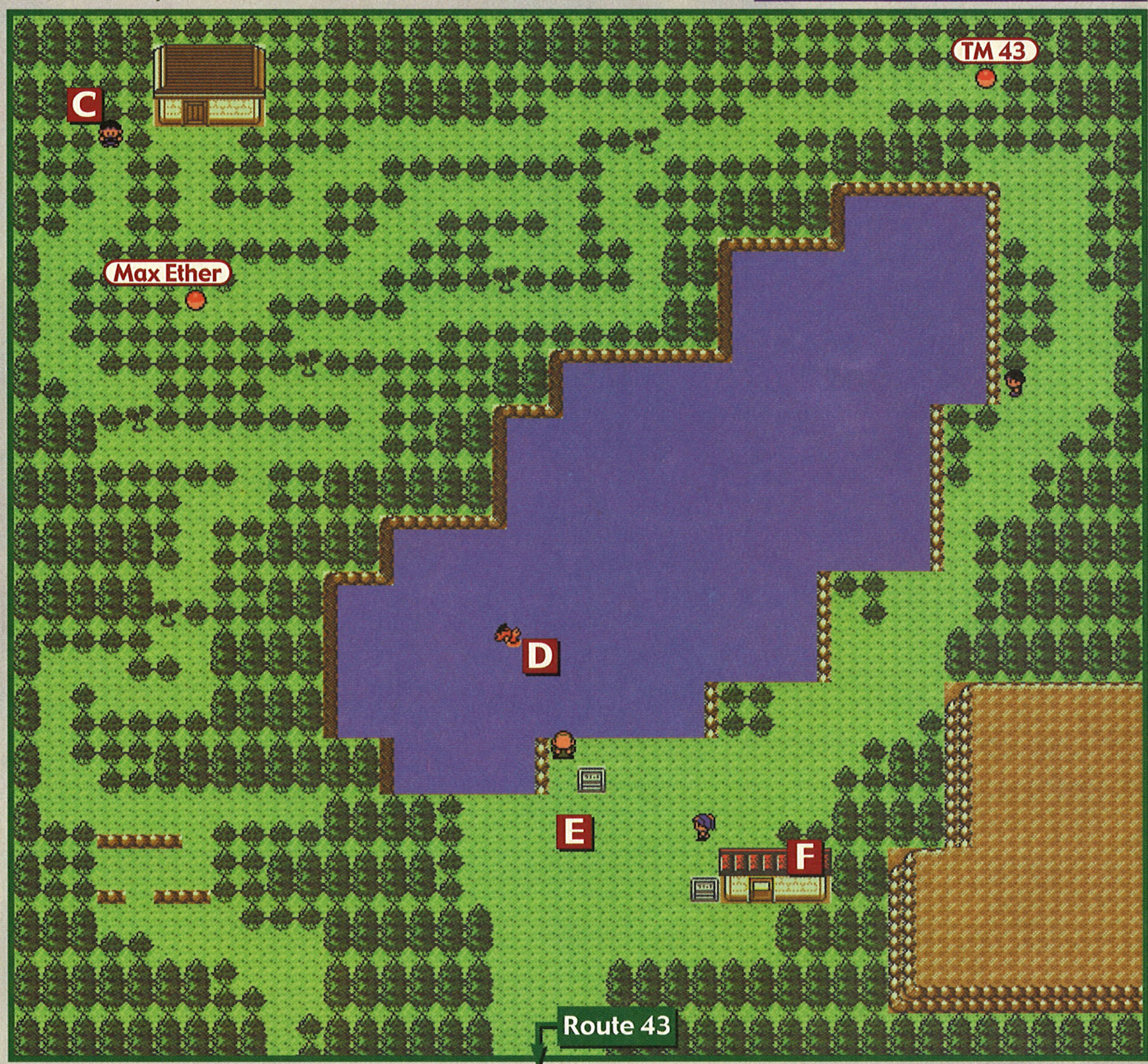
E An Unexpected Ally Vows Revenge

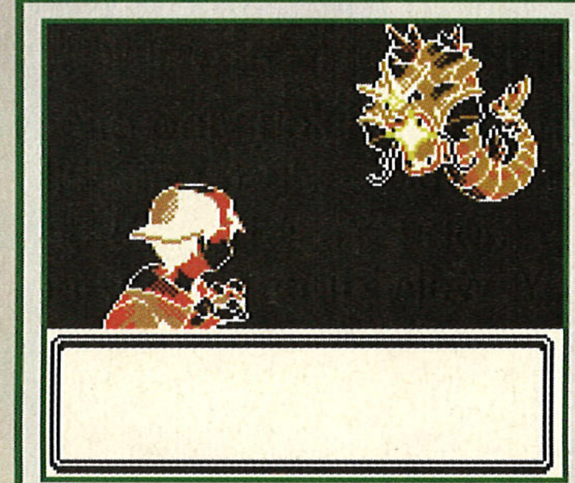
When you make it back to shore, you'll meet Lance, the elite Dragon trainer Ash defeated in Red/Blue/Yellow. He isn't here to start trouble, but to stop it; follow him to the item shop in Mahogany Town and battle Team Rocket together.

Lake of Rage (Both Versions)	Morning	Day	Night
Magikarp	85%	85%	85%
Gyarados	15%	15%	15%

F Catch Magikarp for Fun and Prizes

When the Rockets in Mahogany have been thoroughly defeated, come back here and check out the sign outside this guy's house. If you can fish up a bigger Magikarp than the record it lists, you can collect a prize from the guy in the house. It's just a Max Ether, though, so don't get too excited.





Alternate Color Pokémon Explained

Gyarados isn't the only Pokémon to have an alternate color version. in fact, they all do. You'll know you've come across one when the screen flashes black as in the shot on the left. It's a random chance with any wild Pokémon, but the odds of finding one are incredibly low. You could spend hundreds of hours playing without ever encountering a single one (besides Gyarados), so don't get your heart set on catching alternate color versions of all of them. Incidentally, their stats and abilities are basically the same as the normal color versions.

section

G-5 Team Rocket HQ

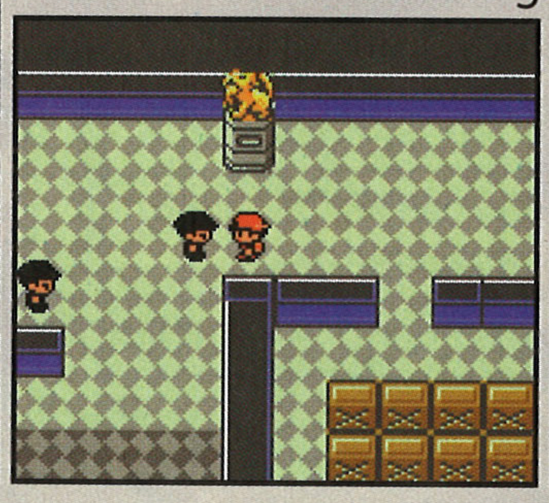
Team Rocket was behind the mutated Gyarados all along, and Mahogany is a front for their underground plant. If you follow Lance into the Item Shop and down the stairs, you can challenge Team Rocket's leaders and drive them away.

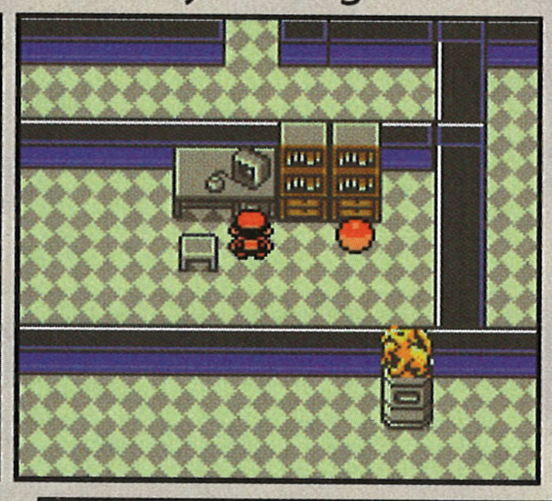
A B Team Rocket's Twisted Traps, Part I

Rocket ₽760
Drowzee Level 17
Zubat Level 19

Rocket ₽720
Zubat Level 16
Muk Level 17
Rattata Level 18

Whenever you pass one of the gold Persian statues, a pair of Rockets (rosters shown to the left) come dashing out to attack. You can't avoid these fights, and you'll fight the same two Rockets every time (but only the first time you pass each statue).



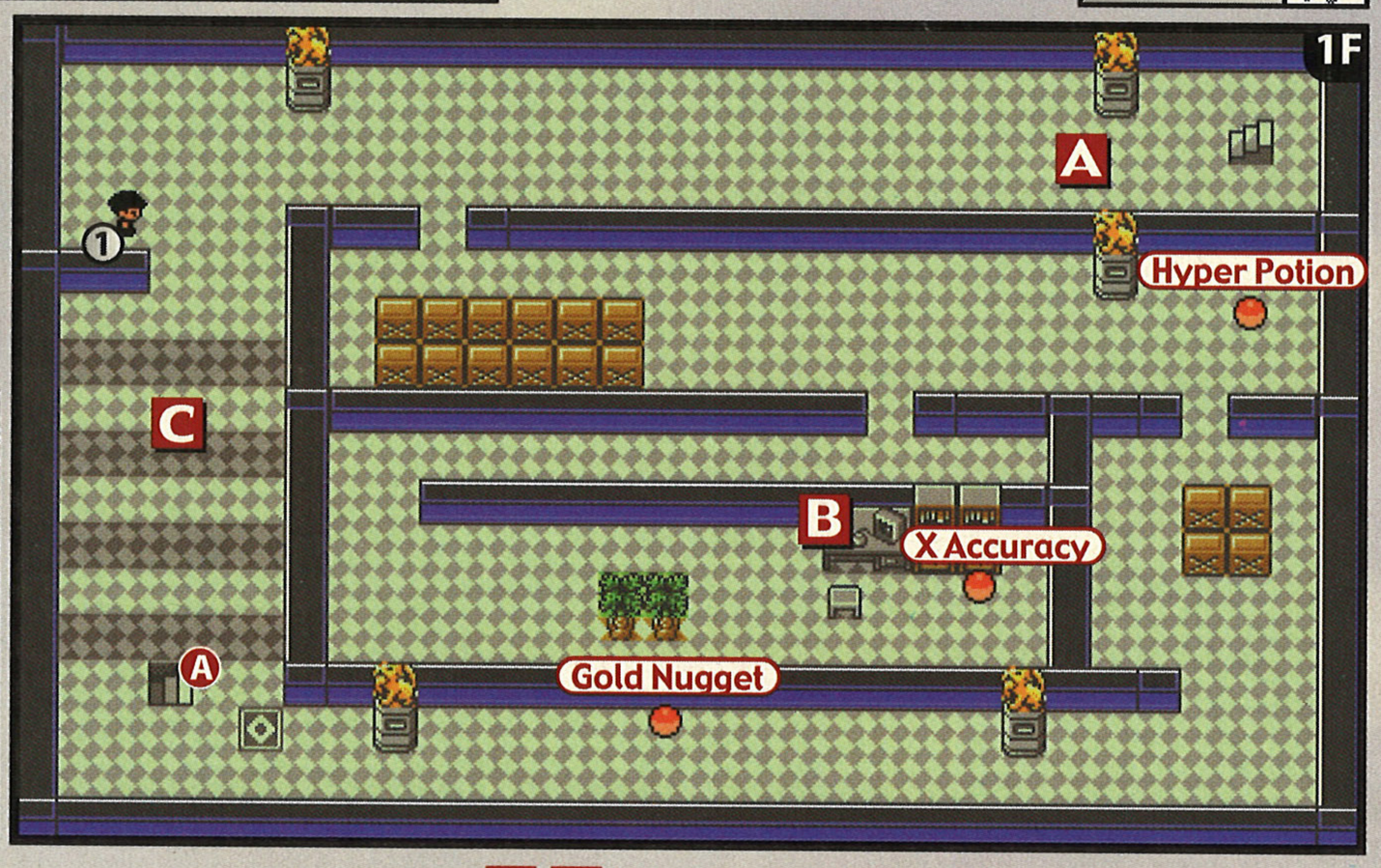


But why fight them at all? Head down to point B and use the computer to turn the security system off entirely.

1 Rocket ₽640
Rattata Level 16
Rattata Level 16
Rattata Level 16
Rattata Level 16

C TR's Twisted Traps, Part 2

The off-color floor here is full of pits that force you into fights with Voltorb, Koffing, and Geodude. Like any other fight, you can capture or K.O. the Pokémon, but they won't be back the next time you pass over that exact tile. Or skip the traps entirely by taking the long way around.



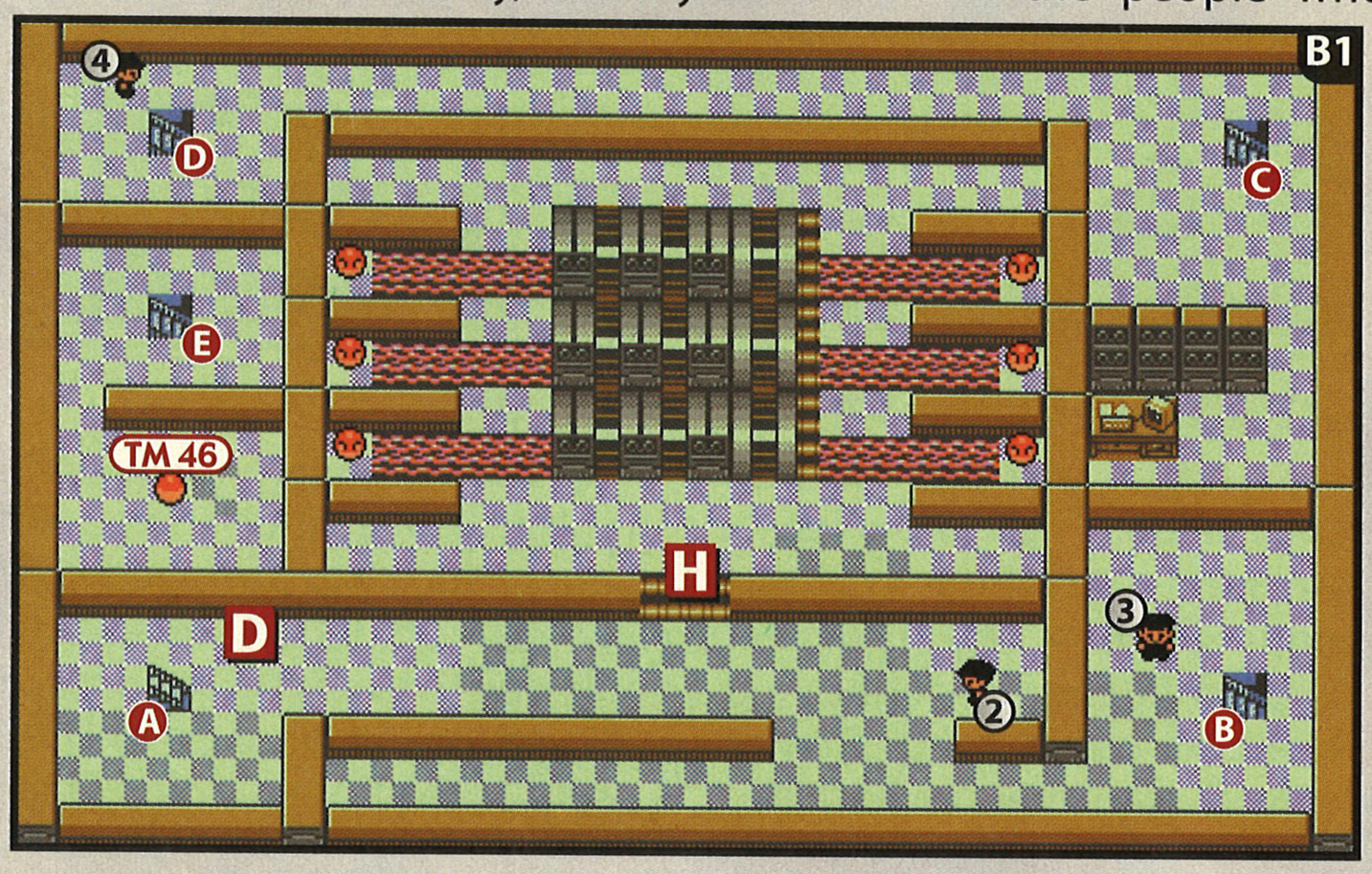
D Lance Heals Your Pokémon

Lance is waiting for you at this point, and he'll happily heal all your Pokémon, this one time only, before you move on.

2 Rocket ₽720
Venonat Level 18
Venonat Level 18

3 Rocket ₽720
Golbat Level 18

4 Rocket ₽680
Rattata Level 17
Zubat Level 17
Rattata Level 17

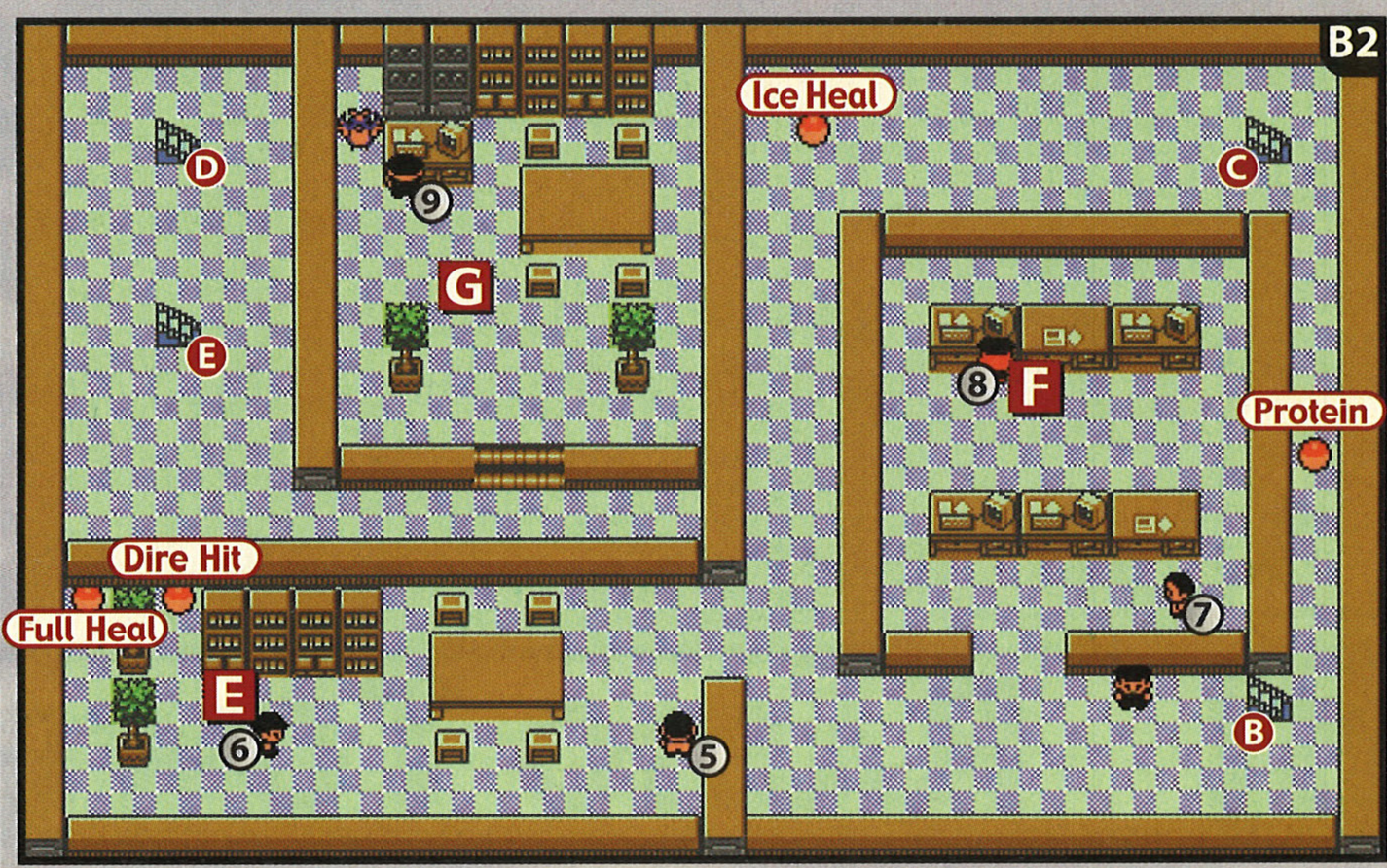


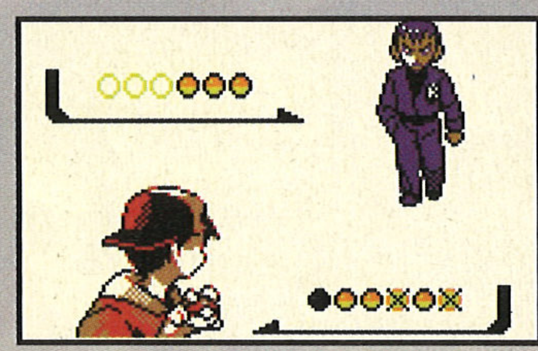
E F Find the Two Passwords!

Security systems are only as strong as the people who know the passwords, which in this case isn't very strong at all. To get the codes to open up the Rocket chief's office, rough up trainers #6 and #8 on level B2 and talk to them afterwards.

G Take Down Team Rocket's Regional Commander

5 Mitch ₽2400
Ditto Level 24
6 Rocket ₽760
Raticate Level 19
7 Ross ₽2200
Koffing Level 22
Koffing Level 22
8 Rocket ₽720
Arbok Level 18
Gloom Level 18
9 Rocket ₽1584
Zubat Level 22
Raticate Level 24
Koffing Level 22
10 Rocket ₽1800
Arbok Level 26
Gloom Level 26
Murkrow Level 26





This guy's Raticate can be tough, so make sure your Pokémon are in fighting shape before you even enter the room. Once you've bested him, talk to his loose-lipped Murkrow to get the password for the Generator Room.

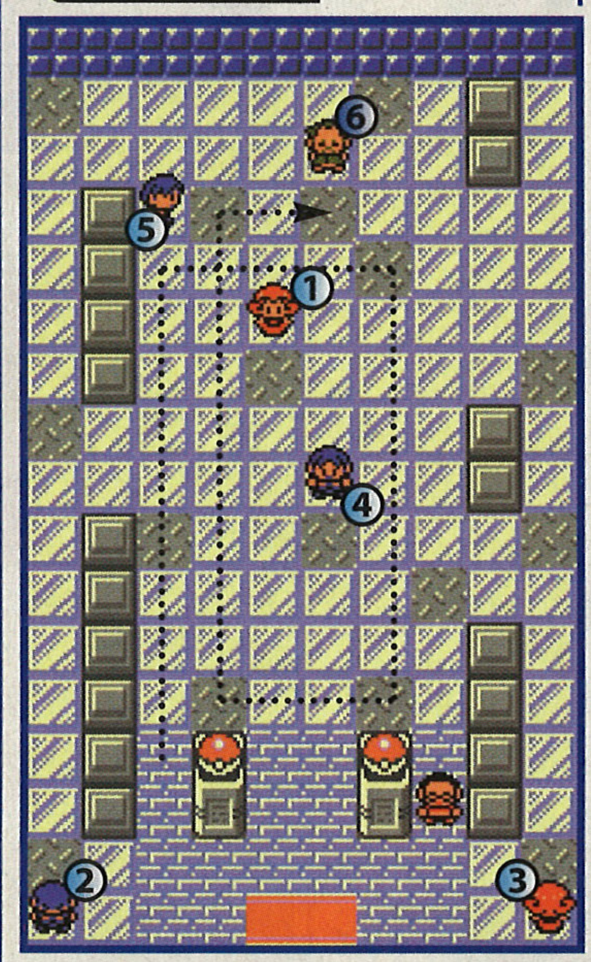
H Shut Down the Plant's Power Generator

Your troubles aren't over yet. After you snag the password, head back to level B1. You'll want to save first; a pair of Rockets (you fight #10, on the left) will be waiting. And it only gets worse: You then have to K.O. the Electrode that are powering the plant. They're fond of Selfdestruct, so you'll need at least three Pokémon that are still in fighting shape.

When the Electrode are gone, the Rockets will disappear from Mahogany, and Lance will reward you with HM 06 (Whirlpool).

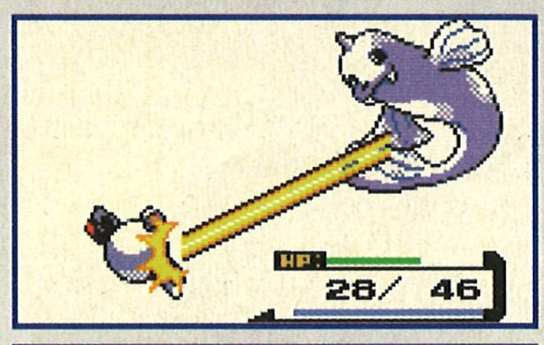
Battle Pryce for the Glacier Badge

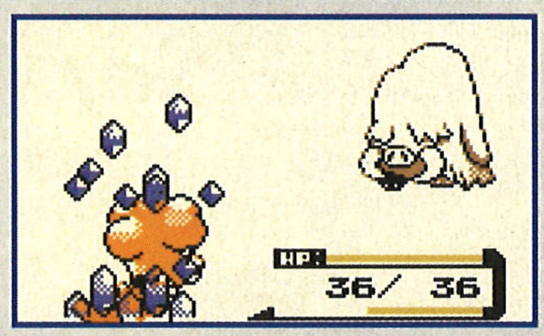
You'll go sliding all the way to the opposite wall when you set foot on a block of ice, so even getting to the master of this gym can be tricky. We've traced in the route to take on the map, but you'll need to find routes of your own to get to some of the junior trainers.

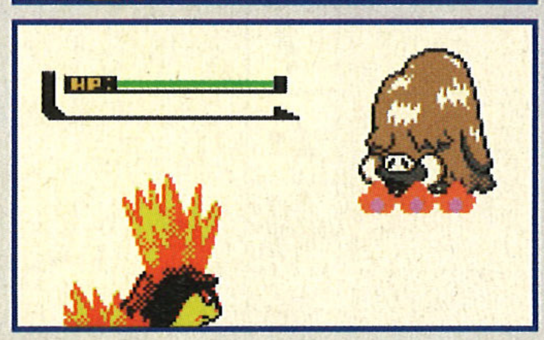


Ice is a pretty easy type to deal with, but some of their secondary Types can make things tricky. Fire and Fighting are still good, but with so many Water-types, Ice's vulnerability to Rock is hard to exploit. Electric Pokémon are a better pick.

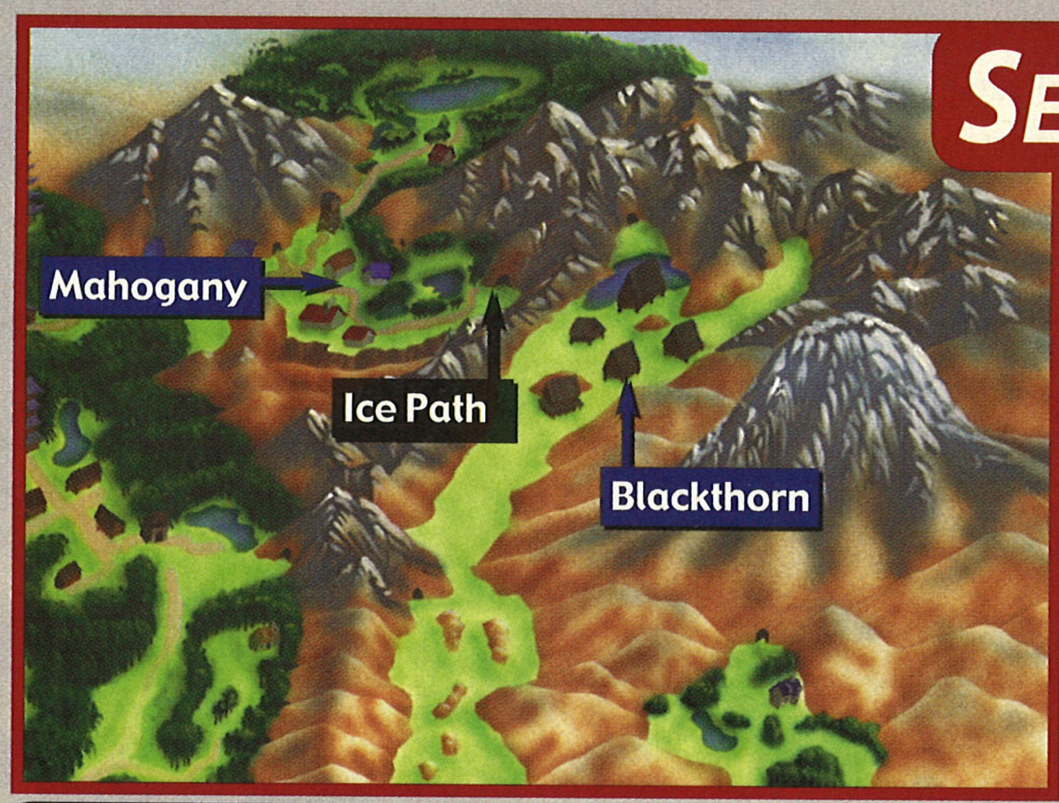
1 Roxanne ₽2016
Jynx Level 28
2 Ronald ₽1728
Seel Level 24
Dewgong Level 25
Seel Level 24
3 Clarissa ₽2016
Dewgong Level 28
4 Brad ₽1872
Swinub Level 26
Swinub Level 26
5 Douglas ₽1728
Shellder Level 24
Shellder Level 24
Cloyster Level 25
6 Pryce ₽3100
Seel Level 27
Dewgong Level 29
Piloswine Level 31







Section H: The Rising Badge



Only one badge remains, but it will have to wait. Professor Elm has received word of an emergency at the Goldenrod City Radio Tower, and that's going to have to be your first priority. When that's finally settled, we'll head to secluded Blackthorn City in Johto's far East to fight for the Rising Badge.

section

H-1 Radio Tower

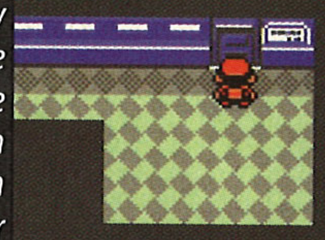
Big Trouble in Goldenrod

The path to the next badge is clear. Prof. Elm needs your help in Goldenrod. Fly down there, pick a roster of strong fighters, and infiltrate the Radio Tower.

A Defeat the Imposter and Get the Underground Key

After fighting through five floors of Rockets, you can challenge the fake director for the Underground Key.

Remember this door in the Goldenrod Tunnel? You can't get any farther in the Tower, so take your Key down here and search for the real tower director.



B Another Rival Ambush

Rival ₽1920	
Golbat Level 30	
(Starter) Level 32	?
Magnemite Level 28	
Haunter Level 30	
Sneasel Level 32	

Got the feeling you're being followed? Your rival will reveal himself in the Underground area, and there's no avoiding a battle this time. Check out his new Sneasel!

1	
Rocket ₽960	
Raticate Level 24	
Raticate Level 24	

2	
Rocket ₽1040	
Arbok Level 26	

3	
Rocket ₽920	
Rattata Level 21	
Rattata Level 21	
Rattata Level 21	
Rattata Level 23	
Rattata Level 23	

4	
Rocket ₽1040	
Zubat Level 26	
Zubat Level 26	

5	
Rocket ₽1000	
Grimer Level 23	
Grimer Level 23	
Muk Level 25	

6	
Marc ₽2700	
Magnemite Level 27	
Magnemite Level 27	
Magnemite Level 27	

7	
Rocket ₽760	
Weezing Level 26	

8	
Rocket ₽920	
Koffing Level 23	
Grimer Level 23	
Zubat Level 23	
Rattata Level 23	

9	
Rich ₽3000	
Porygon Level 30	

10	
Rocket ₽880	
Zubat Level 22	
Golbat Level 24	
Muk Level 22	

11	
Rocket ₽2160	
Koffing Level 30	
Koffing Level 30	
Koffing Level 30	
Weezing Level 32	
Koffing Level 30	
Koffing Level 30	

1	
Rocket ₽1080	
Rattata Level 27	

2	
Rocket ₽1000	
Muk Level 23	
Rattata Level 25	
Koffing Level 23	

3	
Rocket ₽960	
Koffing Level 24	
Muk Level 24	

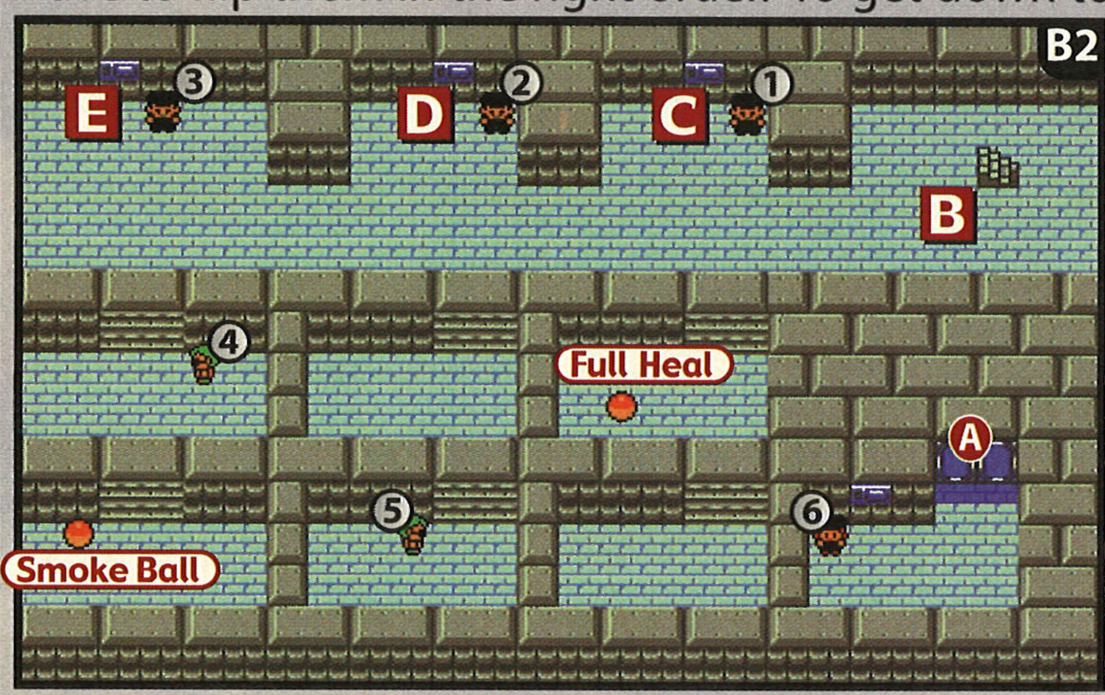
4	
Eddie ₽2112	
Growlithe Level 26	
Koffing Level 24	

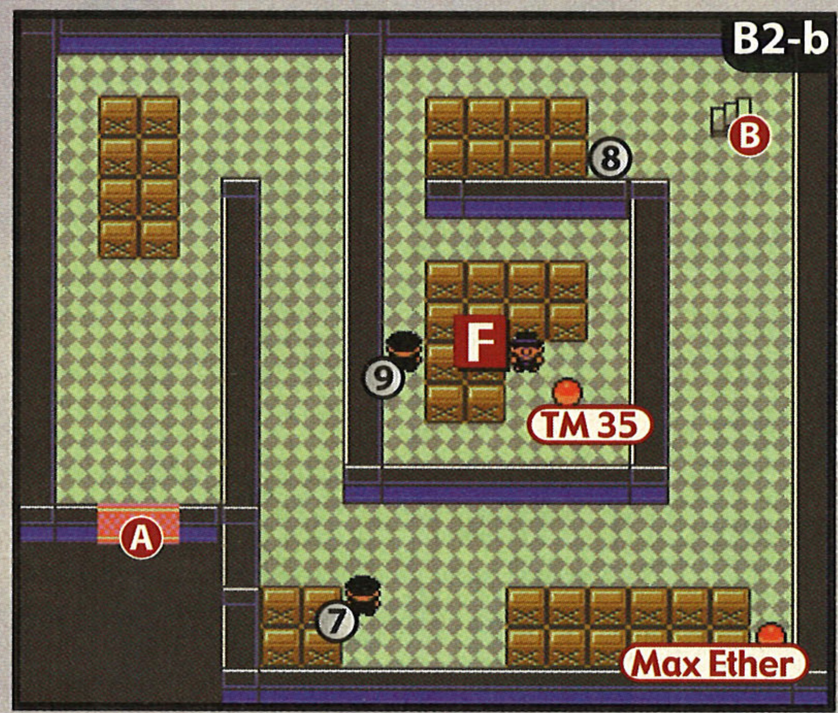
5	
Duncan ₽2024	
Koffing Level 23	
Magmar Level 25	
Koffing Level 23	

6	
Rocket ₽1000	
Gloom Level 25	
Gloom Level 25	

C D E Switch-Flipping Fun

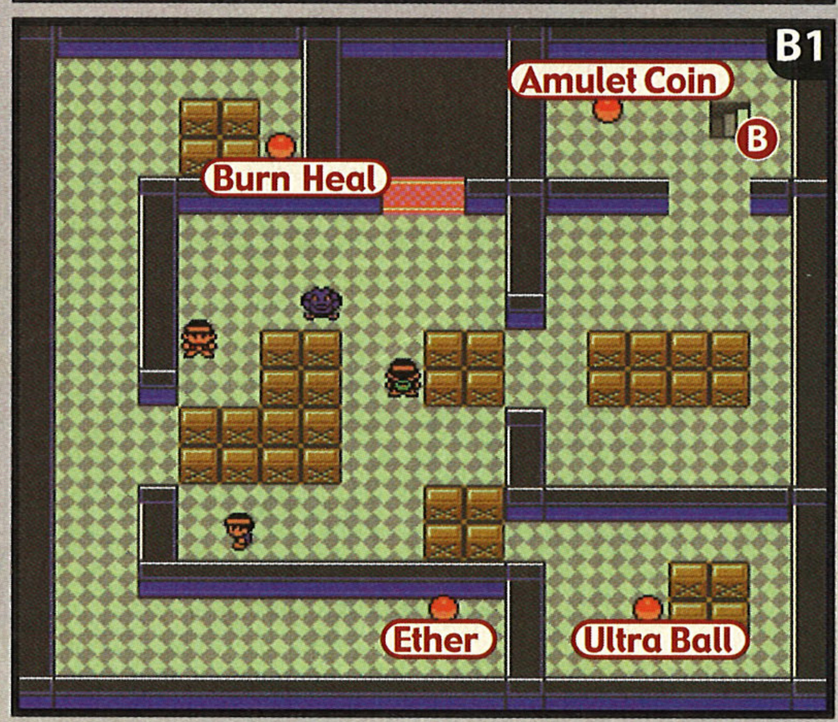
These switches interact with each other in odd ways, so if you want to accomplish anything, you'll have to flip them in the right order. To get down to the door, you'll need to flip them in E-D-C order. You'll need different combinations to get to the items, but none of them are really worth the effort.





F Rescue the Director

The director here will give you the Card Key that opens up the locked door on the 3rd floor of the Radio Tower. But before you rush back, head up to the basement of the Department Store (B1) and grab the money-doubling Amulet Coin. If you want any of the other items, leave and re-enter to make the crates shift.



7	
Rocket ₽960	
Raticate Level 24	
Golbat Level 24	

8	
Rocket ₽920	
Grimer Level 26	
Weezing Level 23	

9	
Rocket ₽1000	
Koffing Level 25	
Koffing Level 25	

G Final Battles in the Radio Tower

The pair of Rockets on the fifth floor have tough rosters (they're heavy on Dark-type Pokémon, so Fighting and Bug Pokémon work best), but defeating them is the way to drive Team Rocket out of Goldenrod for good.

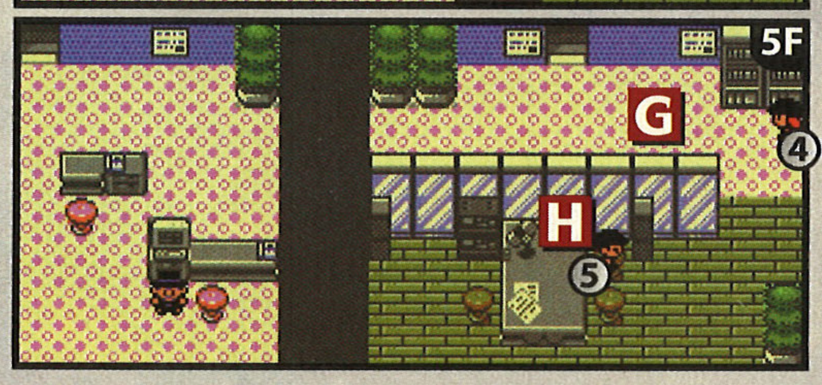
1	
Rocket ₽1040	
Raticate Level 24	
Koffing Level 26	

2	
Rocket ₽2592	
Golbat Level 36	

3	
Rocket ₽960	
Arbok Level 21	
Arbok Level 21	
Oddish Level 23	
Gloom Level 24	

4	
Rocket ₽2304	
Arbok Level 32	
Murkrow Level 32	
Vileplume Level 32	

5	
Rocket ₽2520	
Houndoor Level 33	
Koffing Level 33	
Houndoom Level 35	



H I J Collect Your Just Rewards

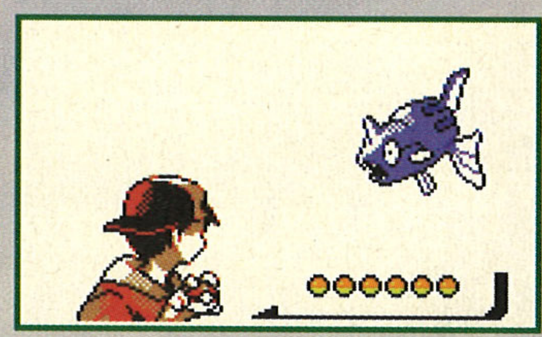
When the director returns to his seat at point H, he'll reward you with the Rainbow Wing (Gold version) or the Silver Wing (in Silver), the keys to capturing Ho-oh and Lugia, respectively. Prof. Oak's co-host at point I will give you another Pink Bow, and a woman on the third floor will give you TM 11 (Sunny Day).

section

H-2 ROUTE 44

A Talk to the Fisherman About Remoraid Swarms

This area, east of Mahogany, is home to the gun-shaped, yet oddly adorable Remoraids. And unless you want to spend all day fishing on the off chance you'll catch one of these bizarre, rare little fish, you'll want to wait for a swarm. Talk to Wilton (trainer #6) and he'll keep you well-informed about Remoraid activity.



1 Phil ₽832
- Natu Level 24
- Kadabra Level 26

2 Zach ₽1620
- Rhyhorn Level 27

3 Edgar ₽1000
- Remoraid Level 25
- Remoraid Level 25

4 Cybil ₽1200
- Butterfree Level 25
- Bellossom Level 25

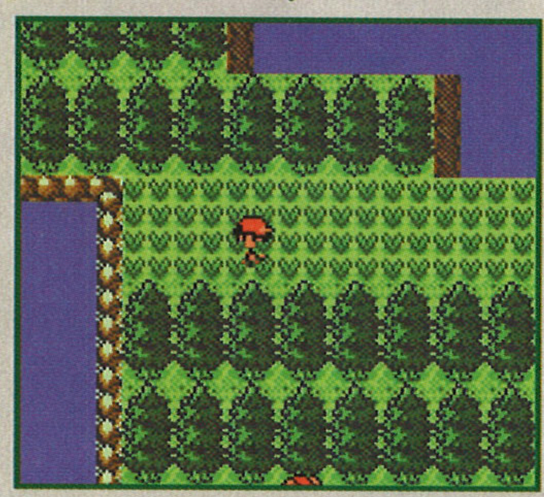
5 Allen ₽1296
- Charmeleon Level 27

6 Wilton ₽1000
- Goldeen Level 23
- Goldeen Level 23
- Seaking Level 25

7 Vance ₽600
- Pidgeotto Level 25
- Pidgeotto Level 25

B Rare Grass Pokémon Aplenty.

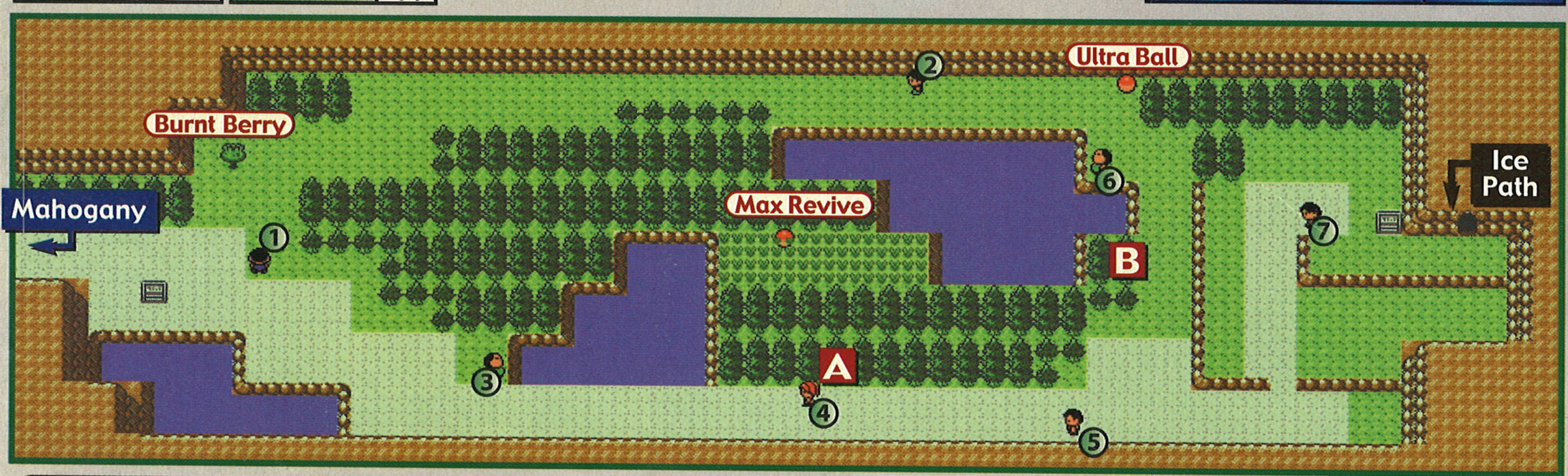
The thin strip of grass in this area is easy to miss. That's a shame, since it has a super-rare Max Revive, and is the only place you'll ever find a Lickitung (Tangelas are less rare, but you might as well grab one early).



Route 44 Both Versions	Morning	Day	Night
Bellsprout	30%	30%	30%
Weepinbell	30%	30%	30%
Tangela	30%	30%	30%
Lickitung	10%	10%	10%

Route 44 Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	70%	40%	20%
Poliwag	29%	59%	70%
Remoraid	1%*	1%*	10%*

*Numbers increase during swarms



Lickitung

Lickitung now starts with the Lick technique, which is the sort of thing you'd expect it had all along, yet strangely did not. Other than that, nothing much has changed since the days of Red/Blue/Yellow.

see p.163

Tangela

Tangela's only new technique of note is Mega Drain, but it did benefit from its Special stat being split; its Special Attack score is now even higher, so it's a great Grass fighter.

see p.163

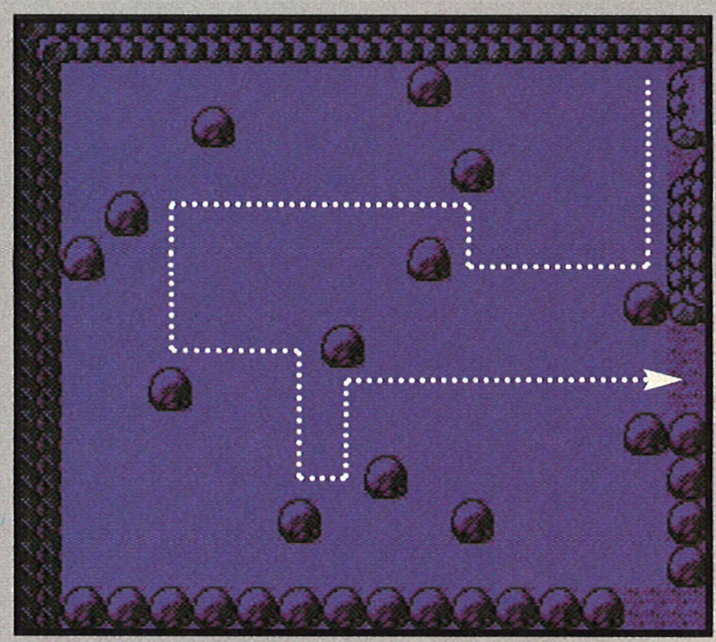
Remoraid

Remoraid is an unusually versatile Pokémon. At level 22 it suddenly learns Psybeam, Aurora Beam, and Bubble Beam. If you evolve it into tank-ish Octillery at level 25 it learns Octazooka and gets better stats, but loses its Speed.

see p.161

Ice Path

section **H-3**

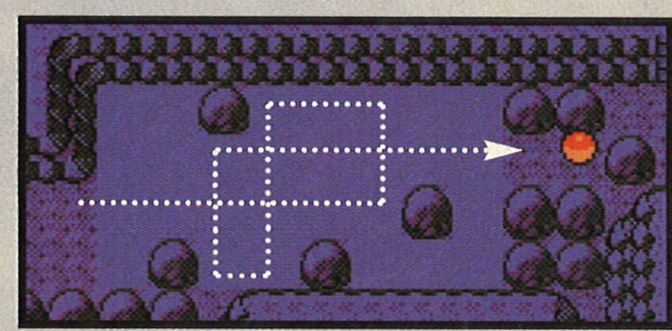


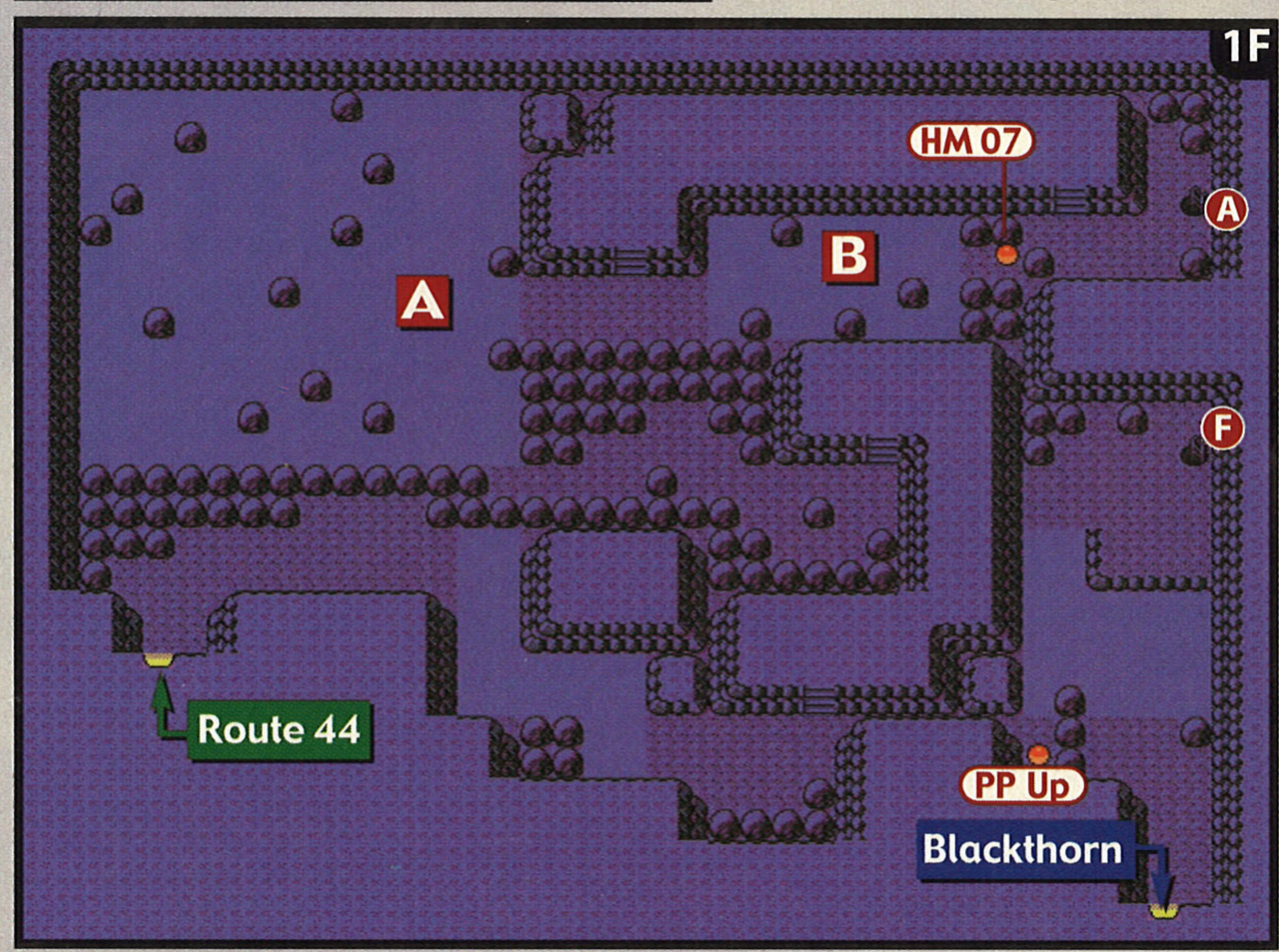
A Another Tricky Sliding Puzzle

You got a taste of it in Pryce's Gym, but progressing past this ice field is a heck of a lot tougher. If you get stuck, make your way to the upper-right corner and follow the solution shown to the left.

B Slide to HM 07 (Waterfall)

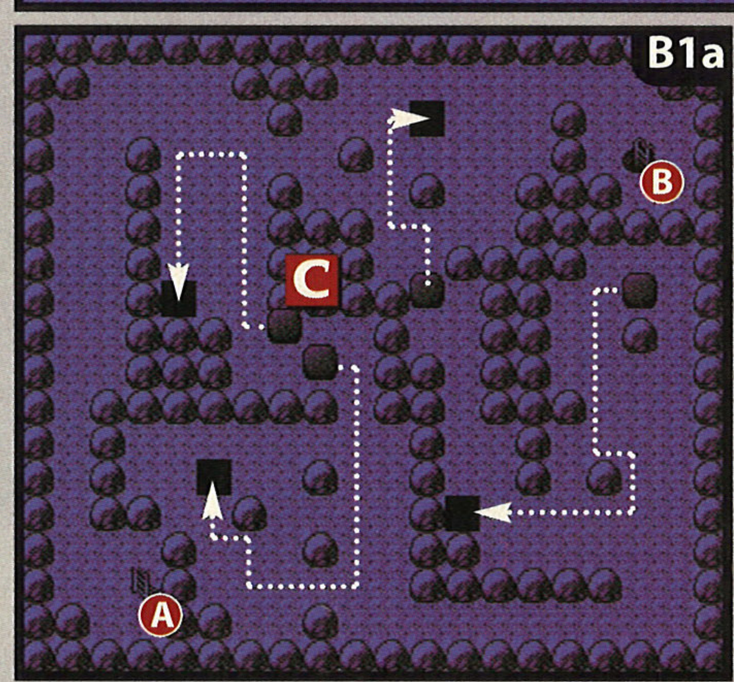
At the end of this ice puddle is HM 07, Waterfall, a technique that lets your Pokémon travel straight up waterfalls! You can't beat the game without this move.





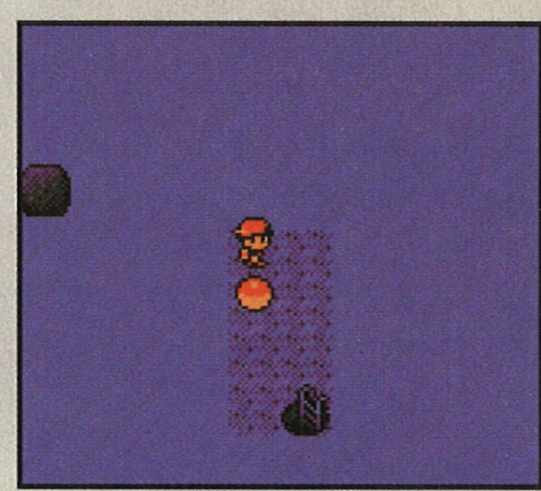
Ice Path (Gold Version)	Morning	Day	Night
Zubat	30%	-	20%
Golbat	20%	30%	30%
Jynx	10%	30%	10%
Swinub	40%	40%	40%

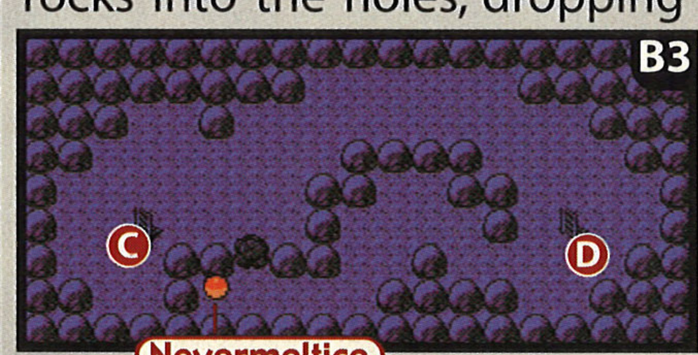
Ice Path (Silver Version)	Morning	Day	Night
Zubat	10%	-	10%
Golbat	40%	30%	40%
Jynx	10%	15%	10%
Swinub	30%	40%	30%
Delibird	10%	15%	10%

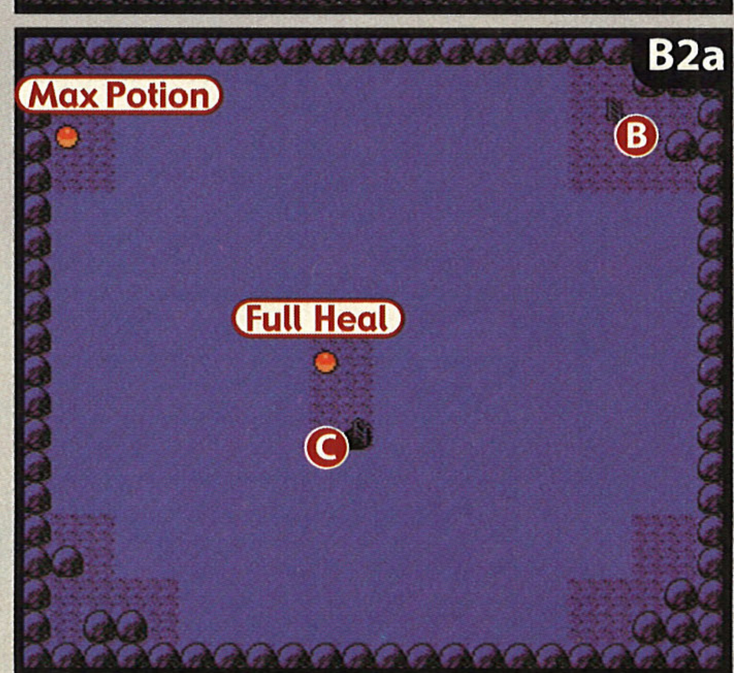


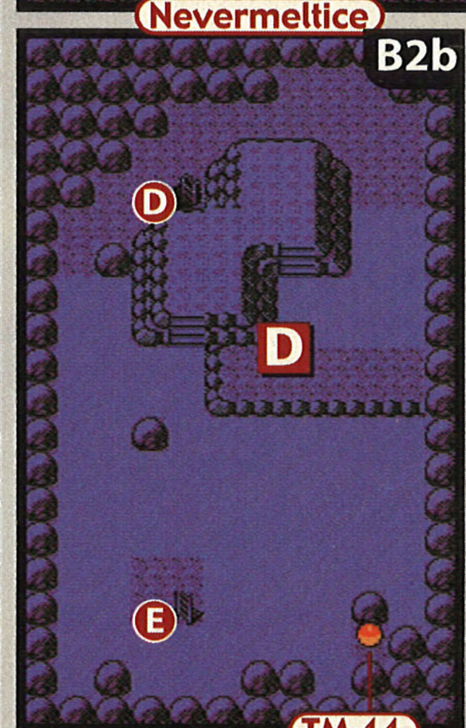
C Push Down the Sliding Barriers

You'll need to use Strength to push these rocks into the holes, dropping them down to level B2a where you can use them to slide over the stairs.



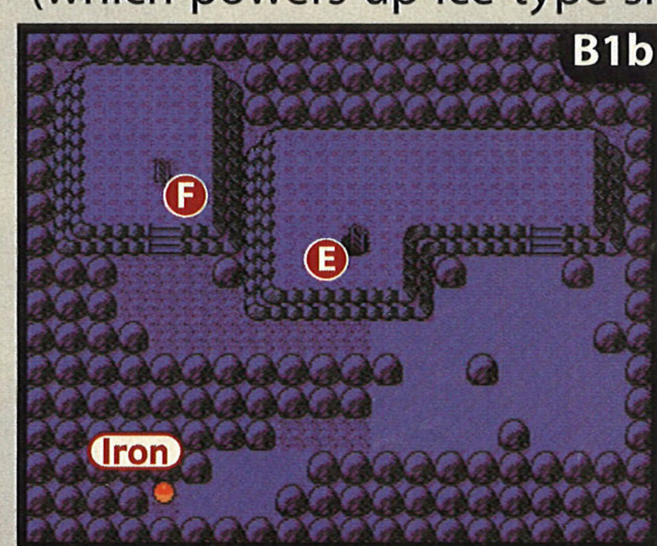






D Jump Here for TM 44

After snagging the Nevermeltice on level B3 (which powers up Ice-type skills), jump off at the point shown below to slide into TM 44, (healing move Rest).



Jynx

Jynxes are all female, but if you breed them with a Ditto or a Kadabra or something, they can now give birth to a new Pokémon. Raise that Pokémon for 37 levels, and it will learn new skills like Psychic that Jynx couldn't otherwise learn. It's a lot of work, but egg-raised Jynxes are powerful.

see p.154

Swinub

Swinubs are Ground and Ice-type hairballs with really dismal stats. But when they evolve into Piloswines at level 33, they get much better (you'll need to evolve them at that level, by the way, or Piloswine will never learn Barrage). Both Pokémon learn good Ice skills, but nothing in Ground.

see p.168

Delibird

I don't know quite what to make of this bizarre, Silver-only, present-tossing Santa Claus bird. It's Ice and Flying type, but its only technique is Normal-type Present, which does a random amount of damage, but sometimes heals your opponent. it can learn some TM's (and Fly), but its stats are pretty poor.

see p.167

section H-4 BLACKTHORN CITY

A Rhyhorn Trader

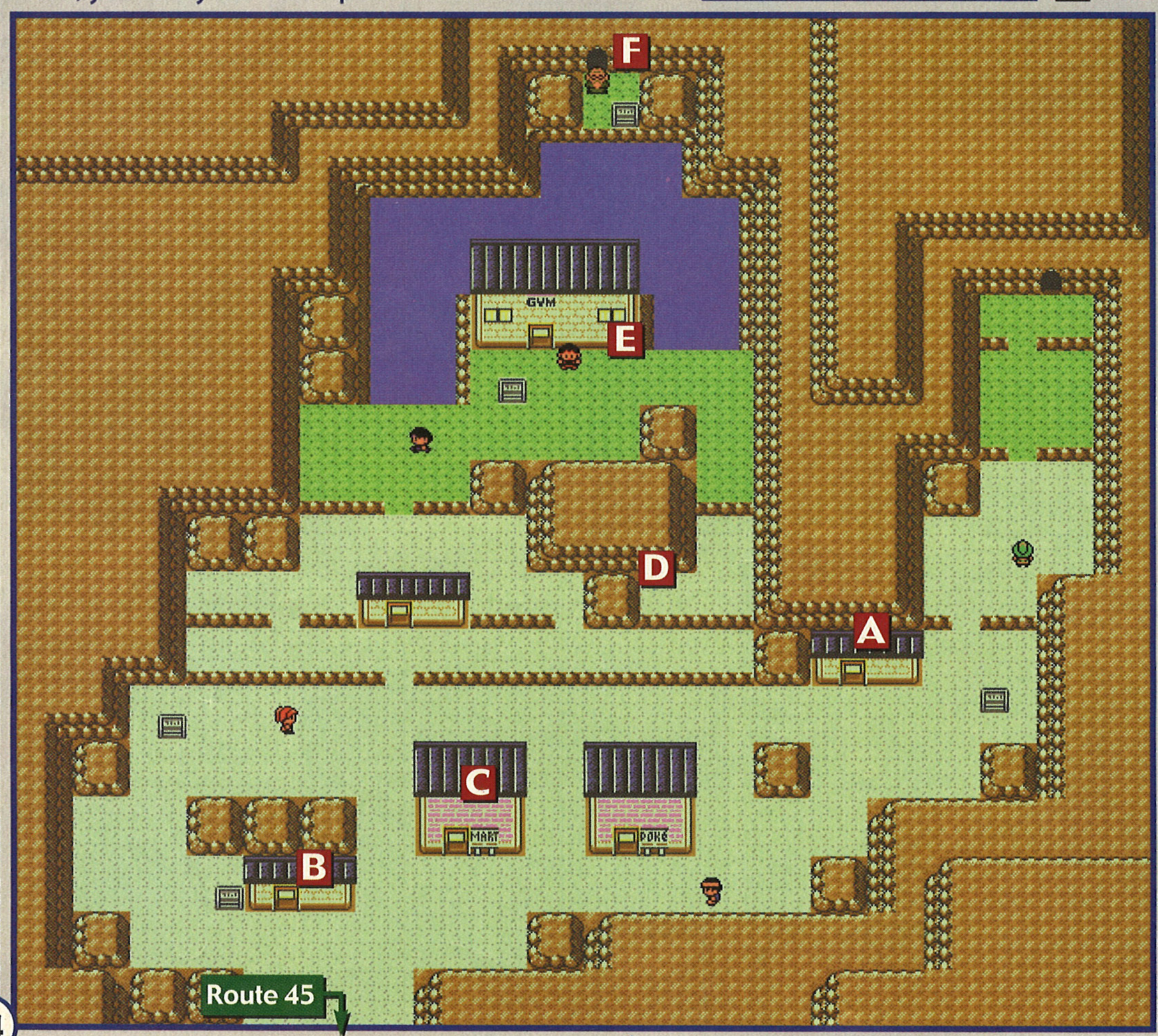
This trader specifically wants a *female* Dragonair. In exchange, you'll get a Rhydon, which is neither as good nor as rare (you can catch wild ones later). If you see a wild female in the Dragon's Den, grab it, but otherwise, you may want to pass on this trade.

B Forget Unwanted HM's

Finally you can make your Pokémon forget HM's (or any skill). When you want to free up a skill slot on a favorite Pokémon, this is the place to come.

C New Items for Sale

The Poké Mart here sells rare treats, such as Ultra Balls and Max Potions. The balls are particularly exciting; stock up before you attempt to catch the Legendary Pokémon!



Poké Mart (After)	
GREAT BALL	600
ULTRA BALL	1200
HYPER POTION	1200
MAX POTION	2500
FULL HEAL	600
REVIVE	1500
MAX REPEL	700
X DEFEND	550
X ATTACK	500

D Mr. Saturday Night

Actually, Santos appears at any time of day on Saturday.

The Spell Tag he gives you will power up the Ghost moves of the Pokémon that carries it.

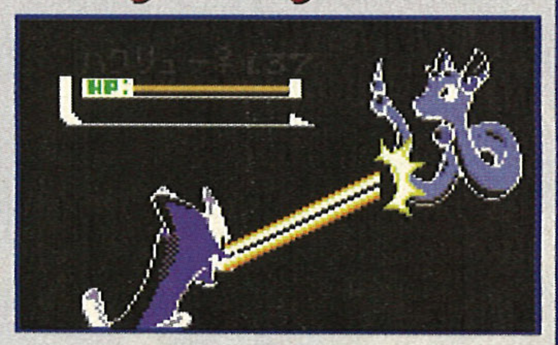
Rhydon

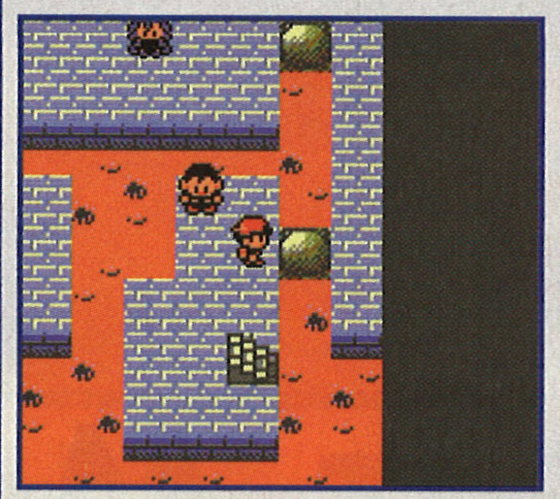
You'll be able to catch a Rhyhorn in the wild a bit later, but if you have an extra female Dragonair, you can trade for its evolved form, Rhydon. Ground/Rock Rhyhorn and Rhydon have amazingly high Attack and Defense scores, but low Speed and Special stats. In Gold and Silver, they can learn Ground-type Earthquake.

see p.173

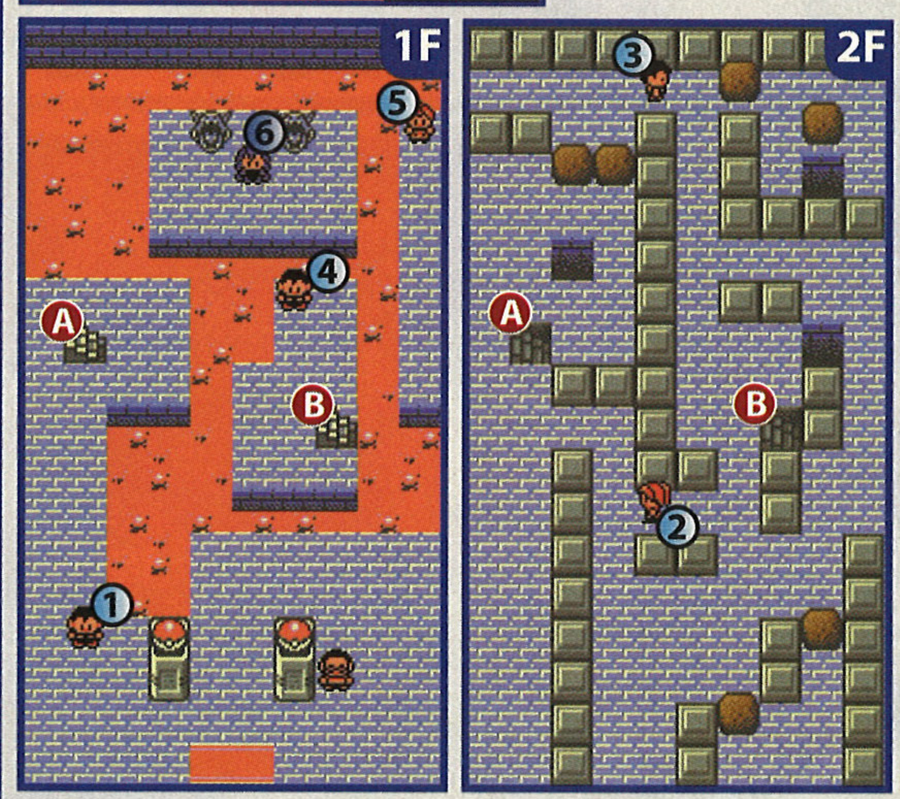
E Battle Clair for the Rising Badge

Much like the puzzle in the Ice Path, you need to go to the second floor and push down the blocks to make a path to Clair.





Dragon-types really, really hate ice. That's unfortunate timing for Clair, since you just had the opportunity to grab a bunch of Ice-types in the Ice Path. Lapras is great here; if you really have trouble, you can always skip to page 68 and grab a Legendary Pokémon.



1 Paul ₽1632
- Dratini Level 34
- Dratini Level 34
- Dratini Level 34

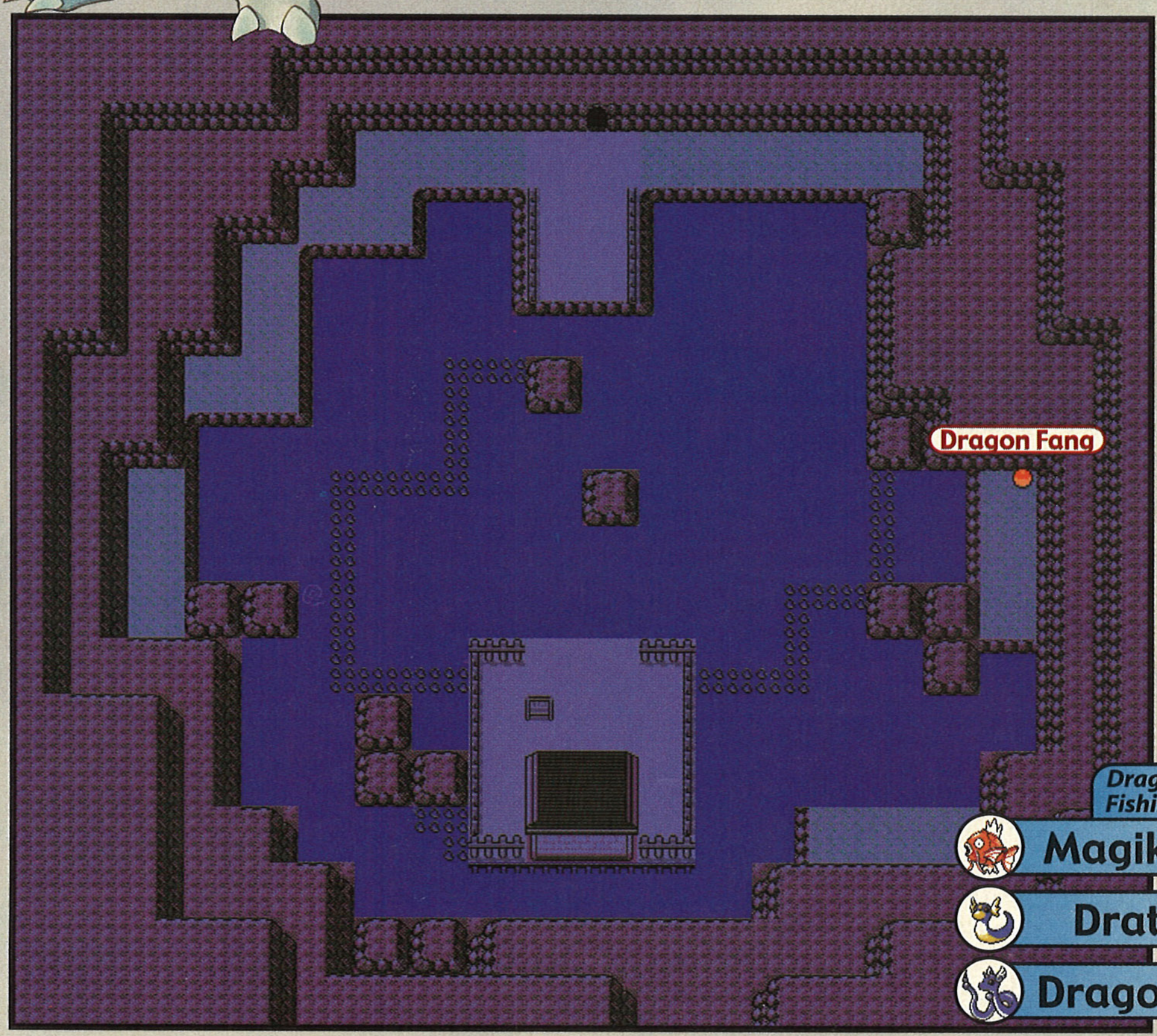
2 Martha ₽1776
- Seadra Level 37

3 Cody ₽1728
- Horsea Level 34
- Seadra Level 36

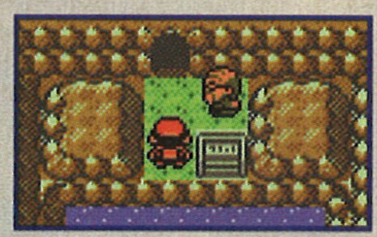
4 Mike ₽1776
- Dragonair Level 37

5 Lola ₽1728
- Dratini Level 34
- Dragonair Level 36

6 Clair ₽4000
- Dragonair Level 37
- Dragonair Level 37
- Kingdra Level 40
- Dragonair Level 37



F Get the Dragon Fang in the Dragon's Den



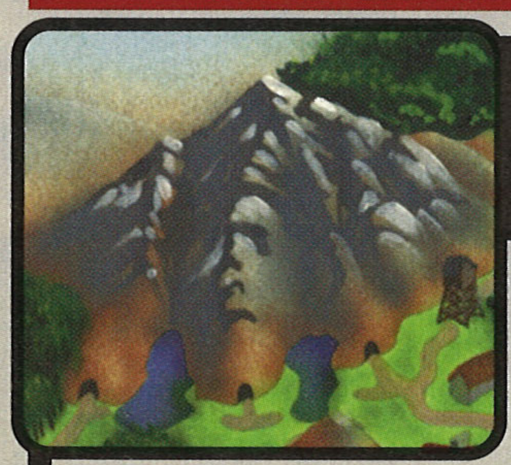
You beat Clair fair and square but she won't give up her badge (or TM 24, Dragonbreath) until you bring her the Dragon Fang. At least she allows you to keep the Dragon Fang, which, when equipped, powers up Dragon-type attacks.

So grab a Pokémon with Whirlpool (HM 06) and swim into the Dragon's Den behind the Gym. No surprises here; just grab the Dragon Fang and go.

Dragon Cave Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	100%	70%	55%
Dratini	–	30%	40%
Dragonair	–	–	5%

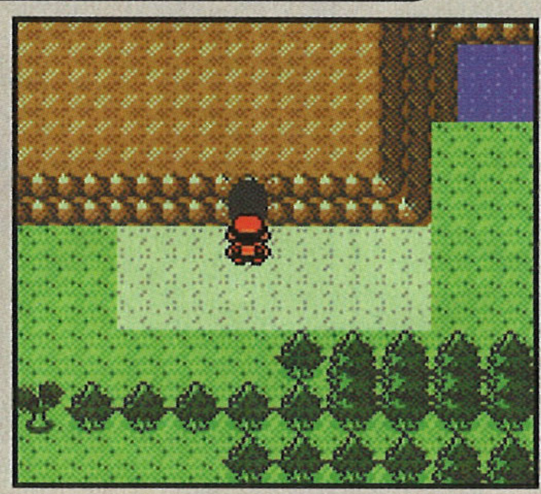
Section I: The Final Battle

With all eight badges in hand, you've earned the right to travel to the Indigo Plateau and challenge the Elite Four. But what's the rush? With all seven HM's, the three dungeons we've previously ignored are now open to us, and the Pokémon they hold will be a great asset in the final battle.



section
I-1 Mt. Mortar

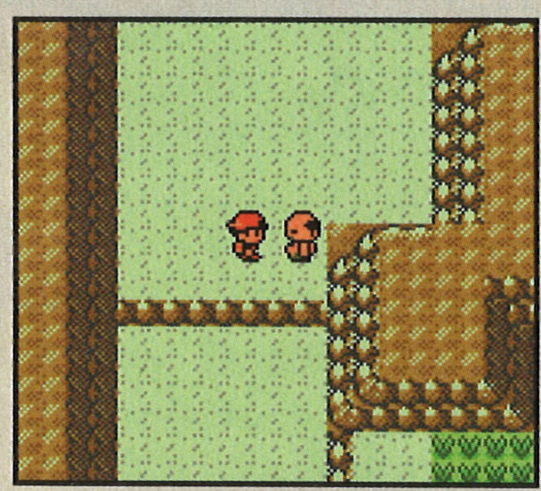
A Three Entrances to the Mountain

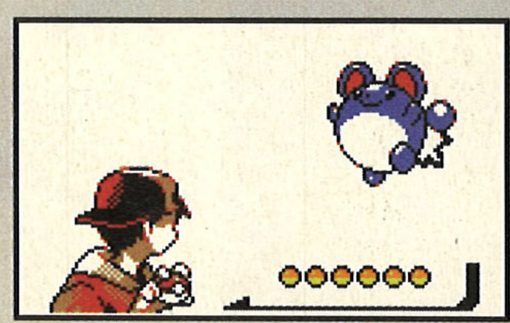


There are three entrances to this dungeon along Route 44, but the one to take is the middle. You'll need to bring Pokémon with Surf, Flash, and Waterfall. But heed this last warning: ***Only Take Five Pokémon With You.***

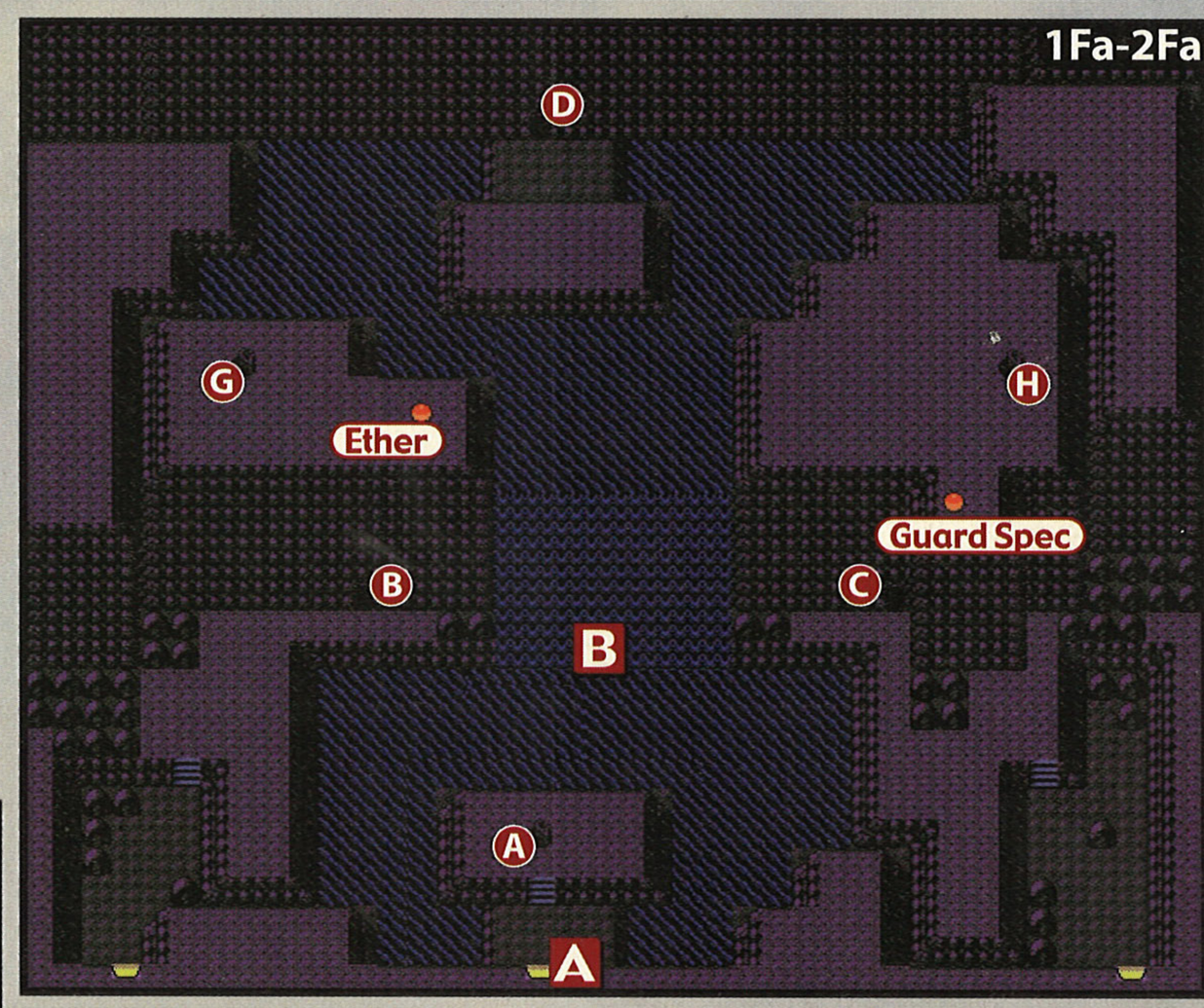
This is Where the Marill Live

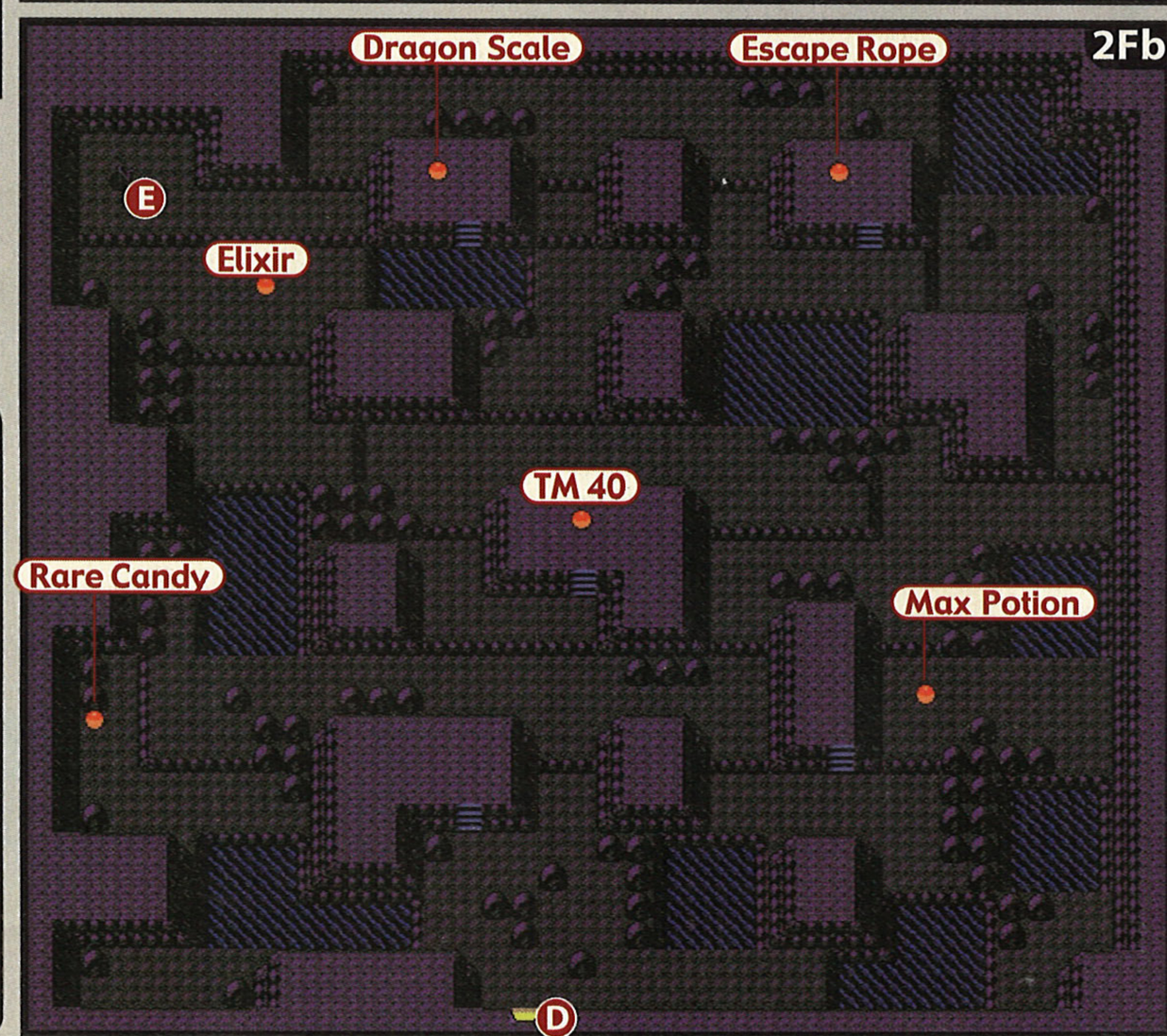
You may see a Marill here, but you'll probably



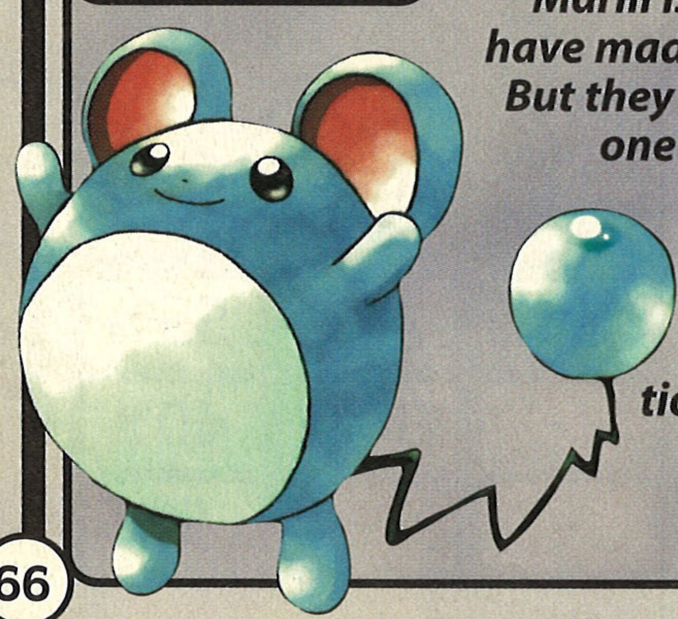


have to wait for the swarm. A guy way over on Route 45 (page 70) is the one to talk to about that.





Marill

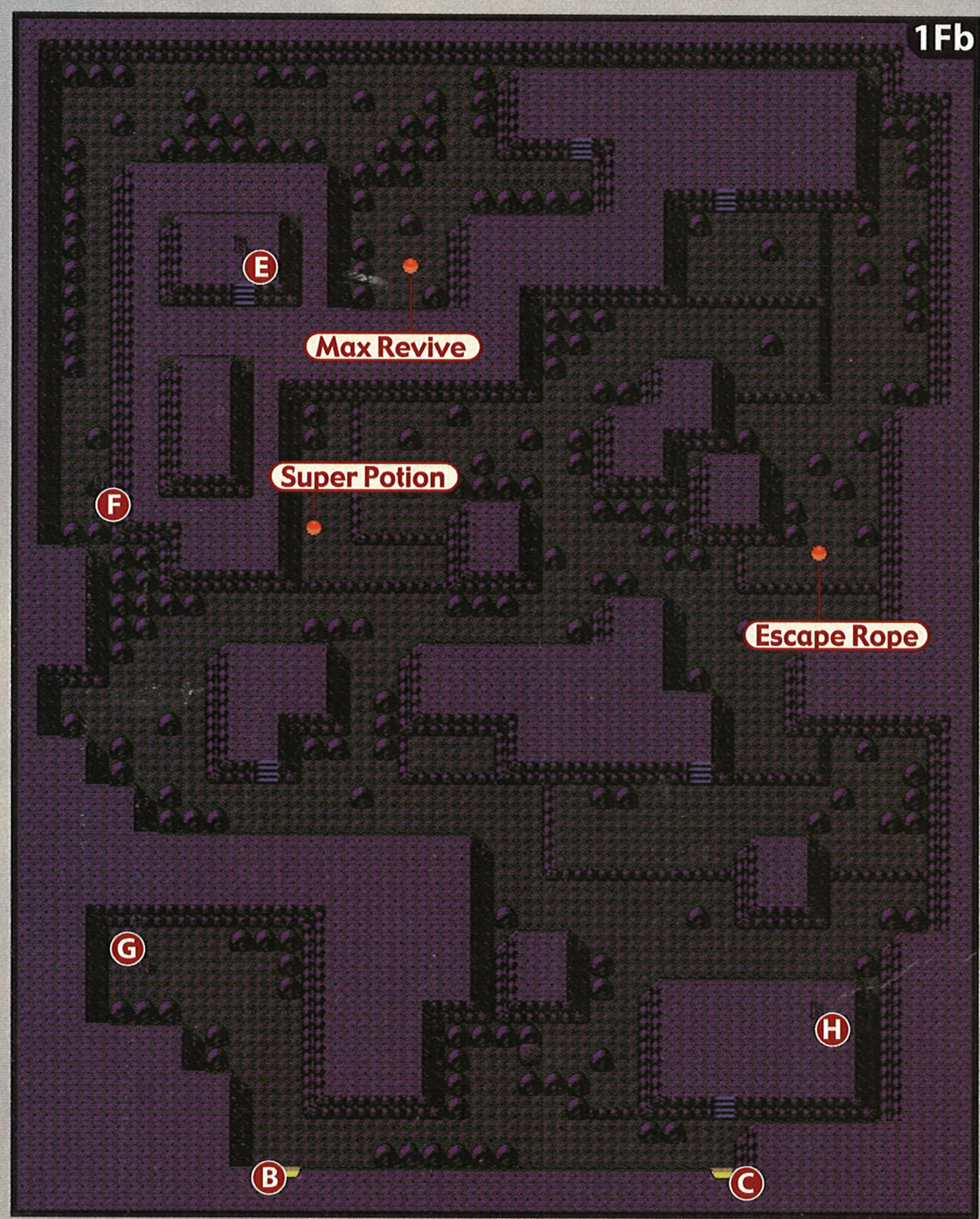


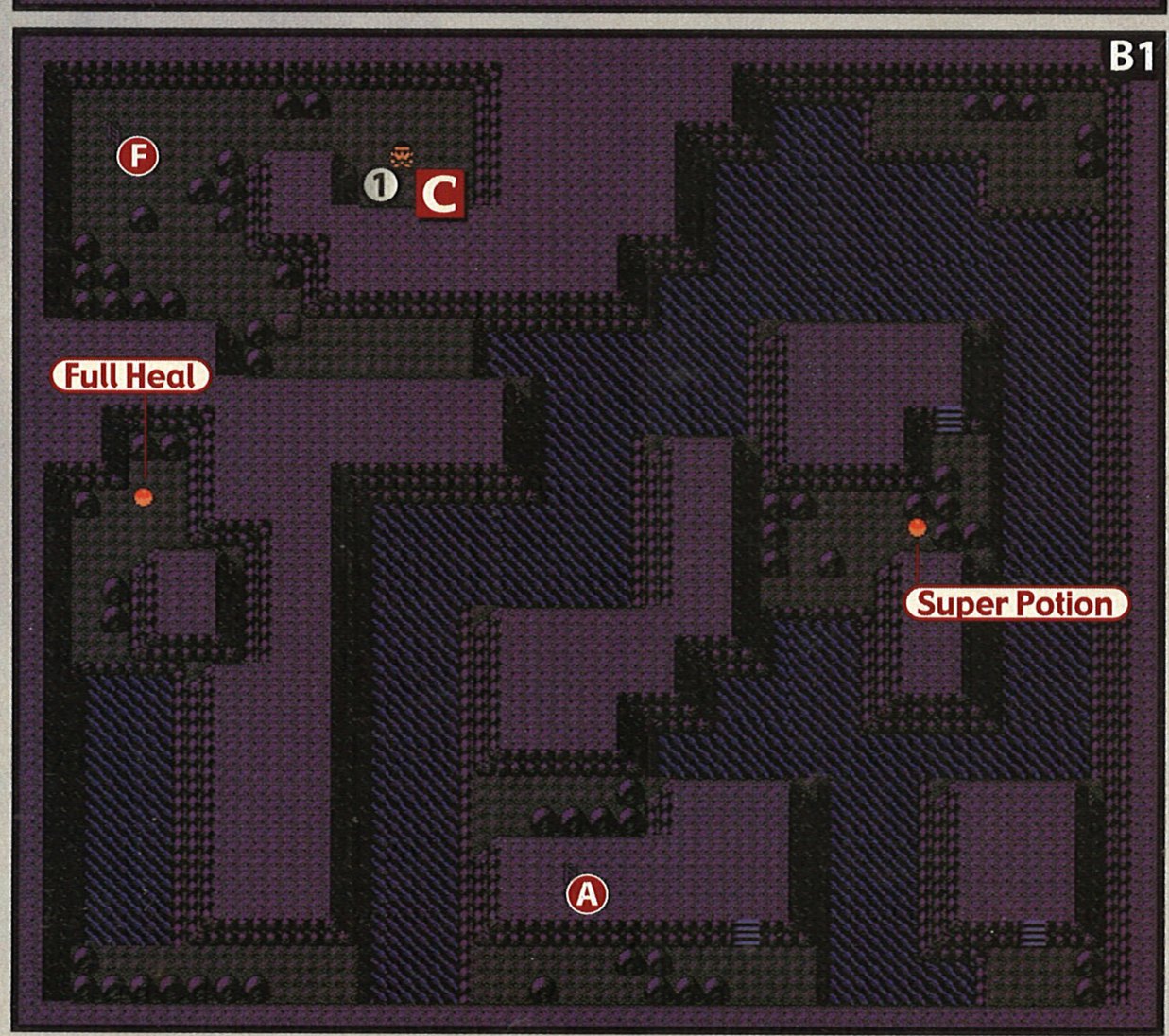
Considering how popular Marill is, you'd think they'd have made it, ya know, good. But they didn't, and Marill is one of the weakest new Pokémon in Gold and Silver. Its stats are pretty poor (even after evolution) and its selection of moves is pretty bad. Cute, though.

see p.146

B Use HM 07 (Waterfall) to go to 2F, and Skip the Rest of the Dungeon.

Mt. Mortar looks intimidatingly huge, but most of it is just a big waste of time. From the entrance (1Fa-2Fa) you can go in to 1Fb or down to B1, but outside of a few easily purchased items, there's nothing on either floor. All of the good stuff is actually on the same path. Surf north, then use Waterfall to get up to Door D. Weave your way through this tedious maze of hills and ponds, going a little out of your way to grab the Rare Candy, TM 40, and the Dragon Scale that is needed to evolve Seadra into Kingdra. Then take ladder E to a thin strip of 1Fb where you can pick up a Max Revive, and head up ladder F to the Karate Master's spot.



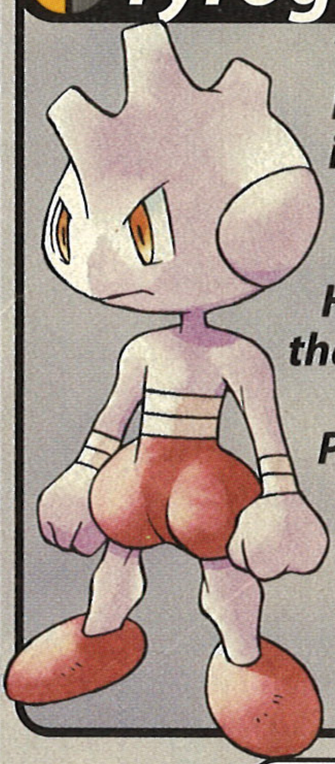


C Defeat the Karate Master

The Karate Master from Red/Blue/Yellow has relocated to the depths of this mountain, but it wasn't far enough to get away from you. Take down his two fighters and he will give you a Tyrogue Pokémon (*if* you have an open slot).

1	
Kiyo ₽816	
Hitmonlee Level 34	
Hitmonchan Level 34	

Tyrogue



Tyrogue exists merely to evolve. It has poor stats and can learn nothing beyond Tackle. But at level 20, it will evolve into Hitmonlee (if its Attack is higher than its Defend), Hitmonchan (if its Defend is higher than its Attack), or Hitmontop (if the two stats are equal). Use Iron or Protein when Tyrogue is at level 19 to engineer the one you want. Hitmontop is cute, but never learns anything good, so Hitmonlee is still the best.

see p.151

Cave 1Fa-2Fa Both Versions	Morning	Day	Night
Geodude	20%	20%	20%
Rattata	16%	16%	16%
Zubat	48%	48%	48%
Machop	15%	15%	15%
Marill	1%*	1%*	1%*
Goldeen	84%	84%	84%
Seaking	15%	15%	15%
Marill	1%*	1%*	1%*

*Numbers increase during swarms

NOTE: Areas besides 1Fa-2Fa do not include Marill, but may include Machoke, Geodude, Graveler, and Raticate instead of their unevolved forms (with similar appearance ratios).

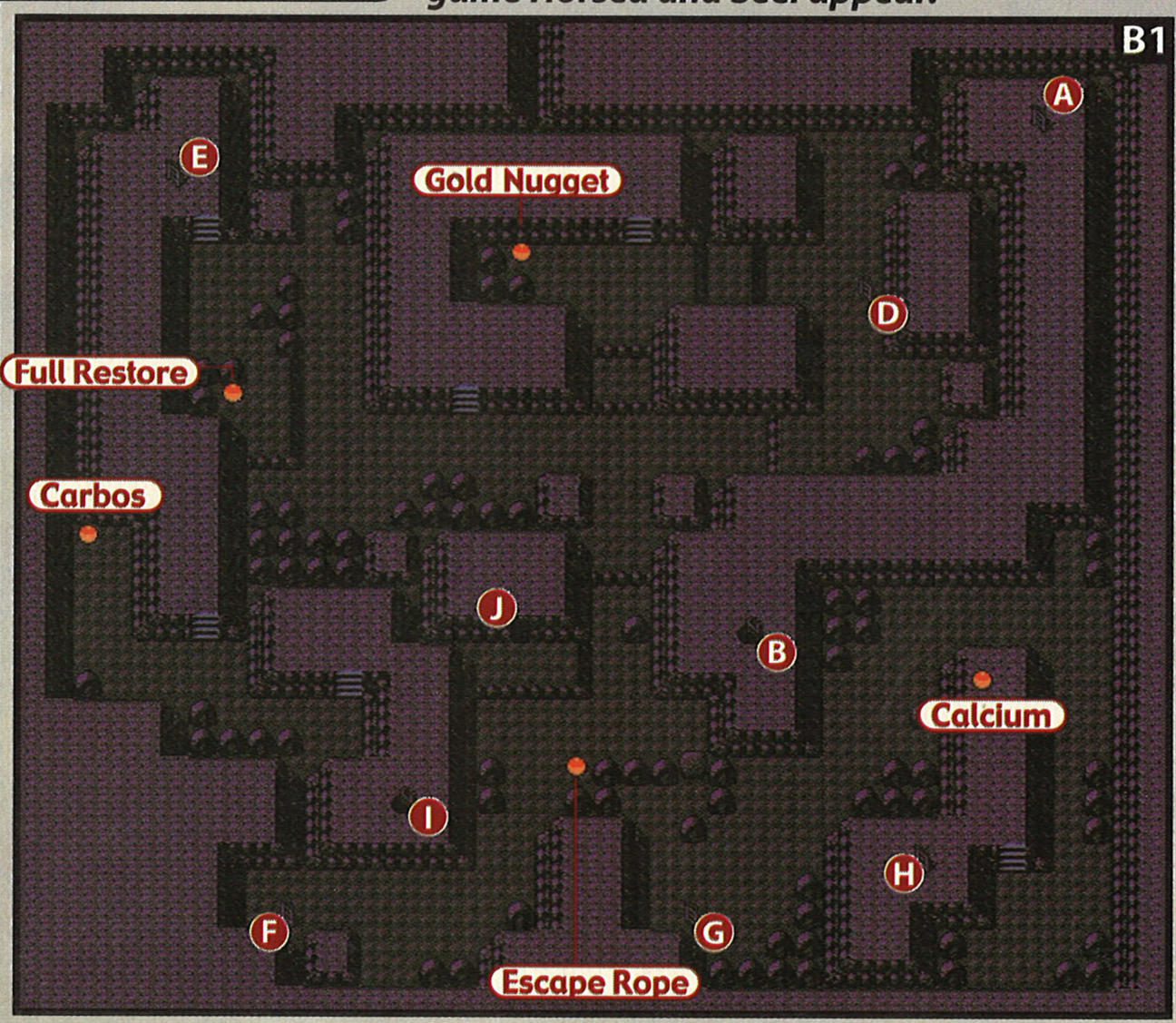
section

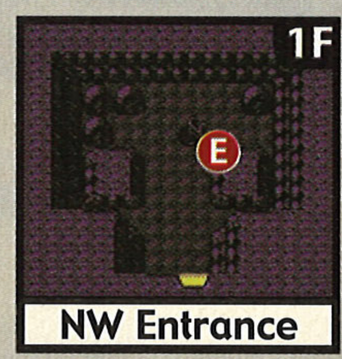
I-2 WHIRL ISLANDS

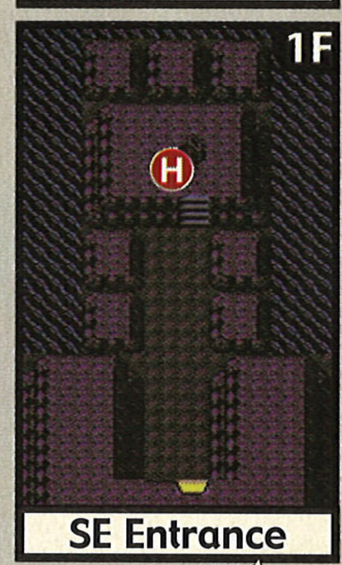
The networks of islands in Route 41 conceal a hidden dungeon that is Lugia's new home. Of course, Lugia won't appear until you have the Silver Wing, which Silver players earn at the Radio Tower and Gold players earn much later in Kanto's Pewter City. But Gold players may want to pay an early visit to this dungeon nonetheless: It's the only place in the game Horsea and Seel appear.

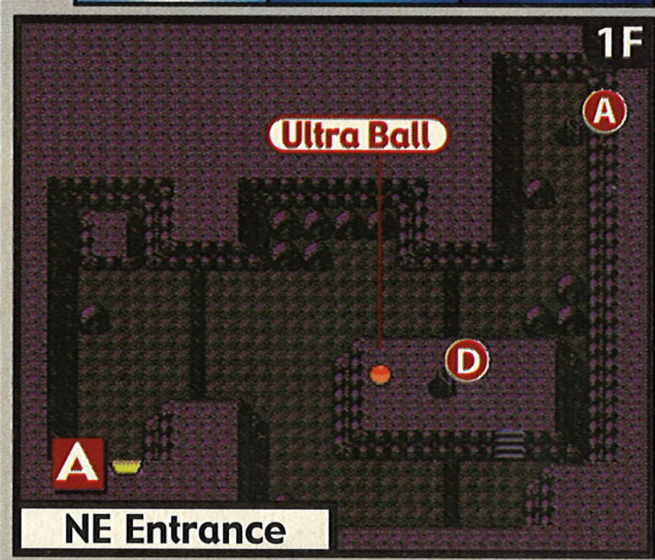
Whirl Dungeon Both Versions	Morning	Day	Night
Krabby	48%	48%	48%
Seel	20%	20%	20%
Zubat	24%	24%	24%
Golbat	8%	8%	8%
Horsea	32%	32%	32%
Seadra*	8%	8%	8%
Tentacool	60%	60%	60%

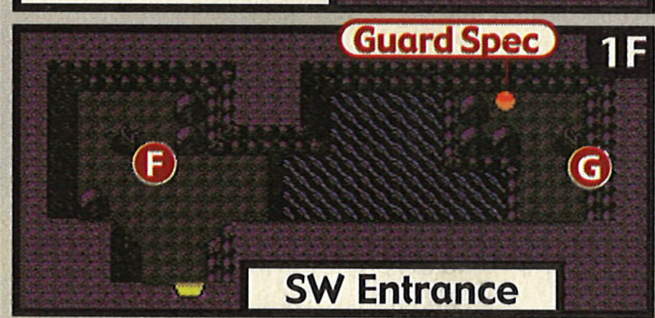
*On level 1F and B2, Tentacruel appears instead of Seadra.

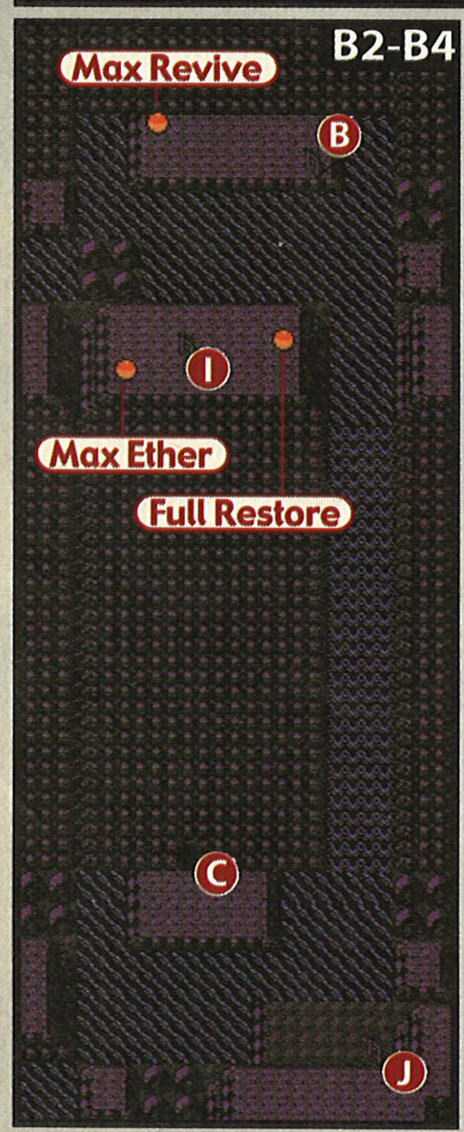




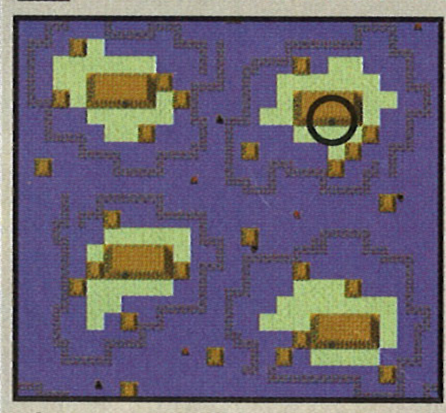








A Use the Northeast Entrance

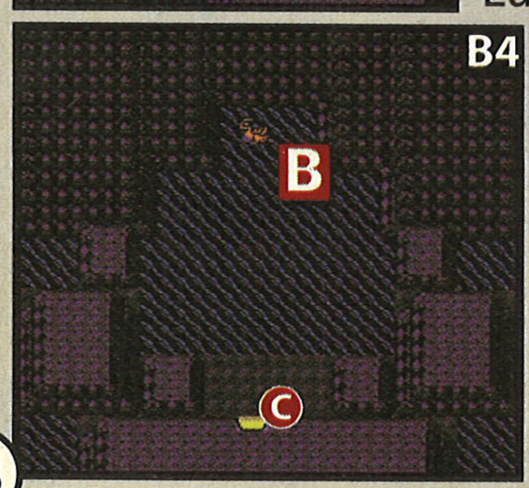


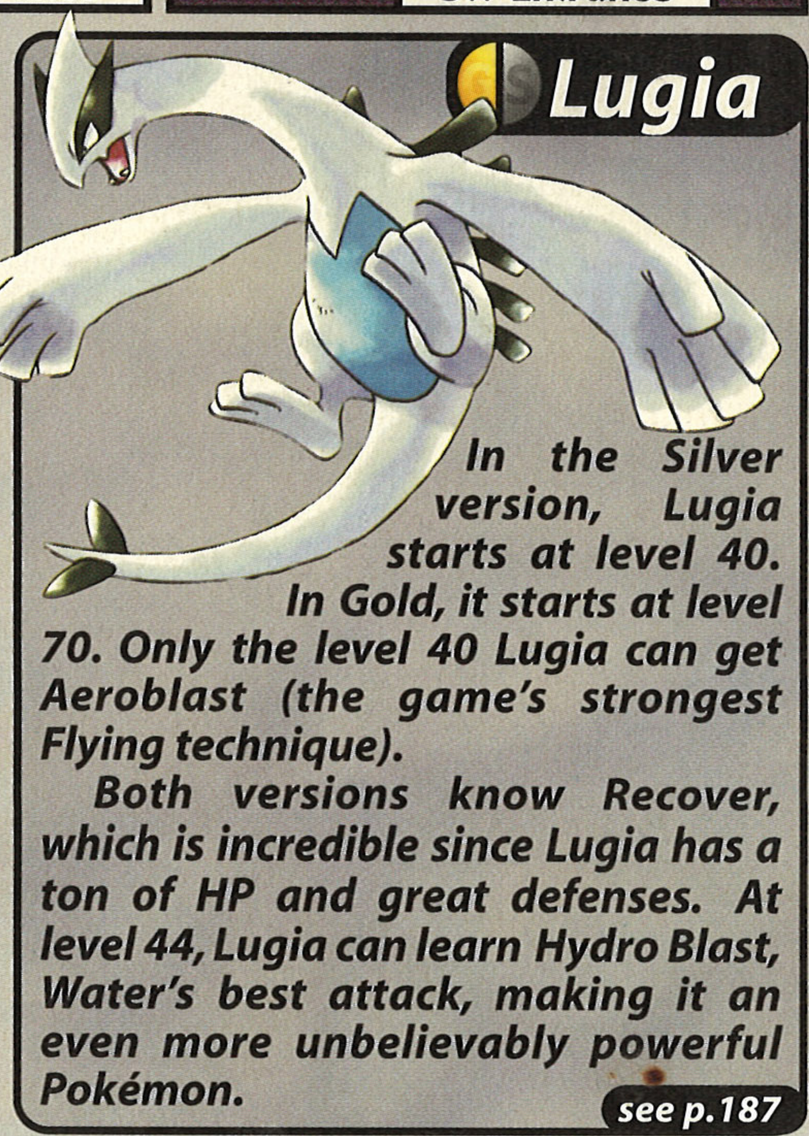
There are four islands in Route 41 that can be reached by using the Whirlpool move at the little eddies that block the entrances. There are some valuable items here, but the thing that interests us most is Lugia, and the only way to get to it is from the Northeast island (circled above).

B Lugia Awaits at the Bottom

If you have the Silver Wing, this is where you'll find Lugia. Save before you battle it, 'cause Lugia will disappear for good if you accidentally K.O. it.

Electric Pokémon work best here, so hit Lugia with everything you've got. Do your best to get it Paralyzed or put to Sleep so it can't heal itself effectively, and then toss Ultra Balls (or Heavy Balls) until you capture it.





Lugia

In the Silver version, Lugia starts at level 40. In Gold, it starts at level 70. Only the level 40 Lugia can get Aeroblast (the game's strongest Flying technique).

Both versions know Recover, which is incredible since Lugia has a ton of HP and great defenses. At level 44, Lugia can learn Hydro Blast, Water's best attack, making it an even more unbelievably powerful Pokémon.

see p.187

Horsea

If you trade Seadra (Horsea's evolved form), while it's holding the Dragon Scale, it will evolve into a Dragon/Water Kingdra. Kingdra is an interesting Pokémon, because Dragon has resistance to everything Water is vulnerable to (and Water removes Dragon's Ice weakness), potentially making Kingdra viable in tournament-level play.

see p.166

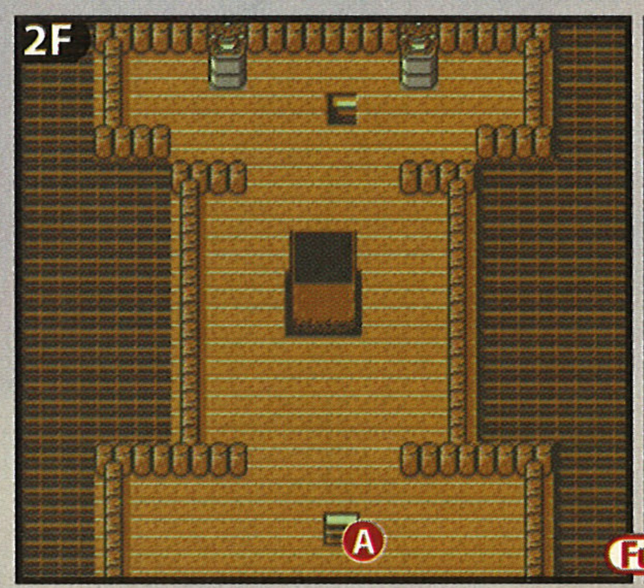
Seel

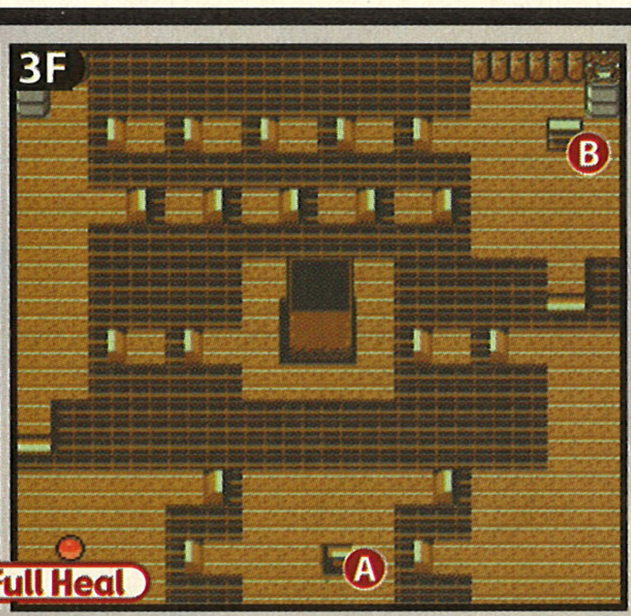
They haven't given Seel any new moves, but they did speed it up; it now learns Aurora Beam, Rest, and Ice Beam nearly 20 levels sooner than it used to! Make sure not to evolve into Dewgong until level 37, so you can get all three moves first.

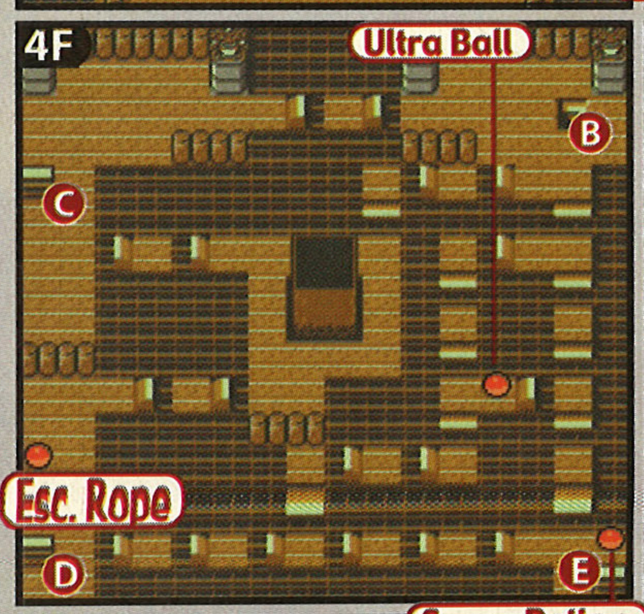
see p.162

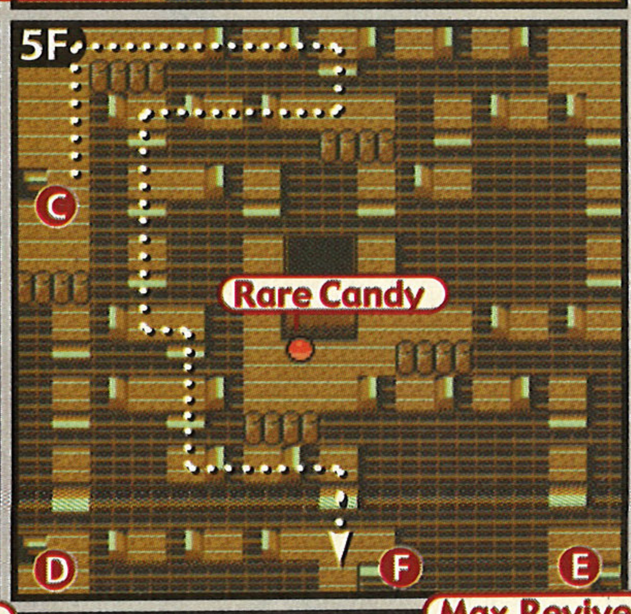
Tin Tower

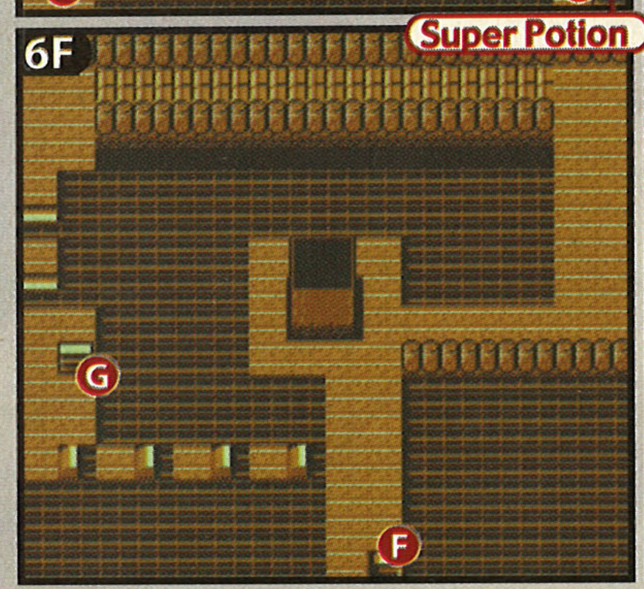
section **I-3**

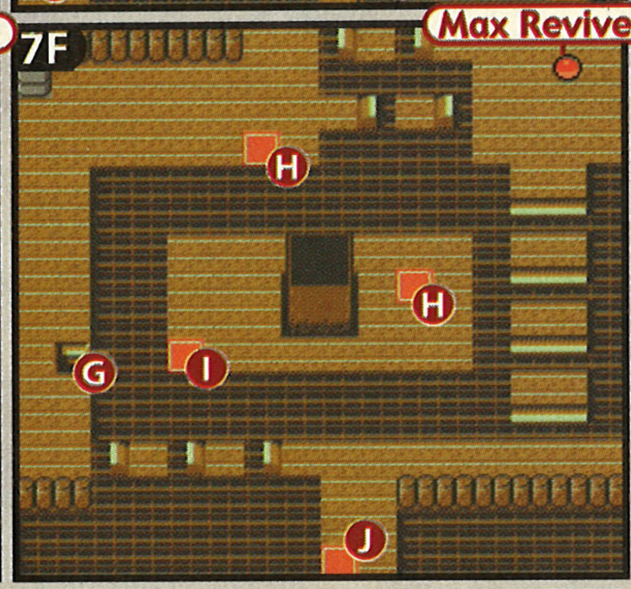


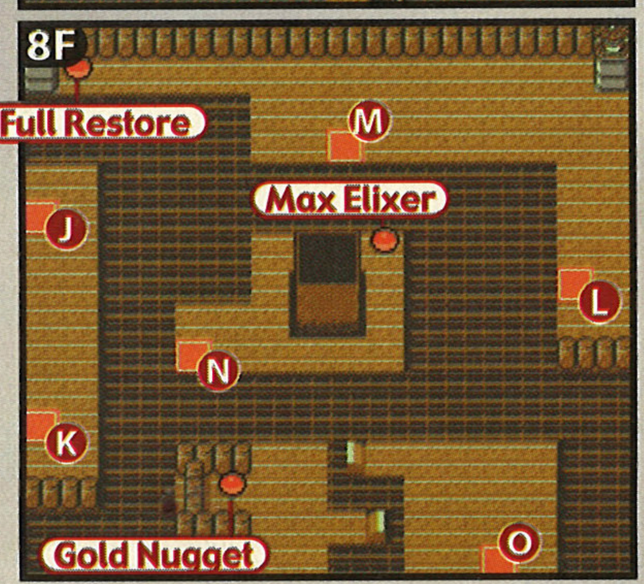


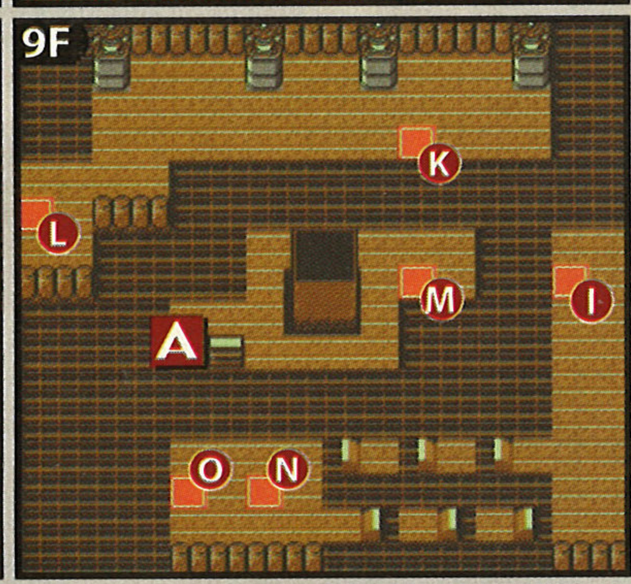




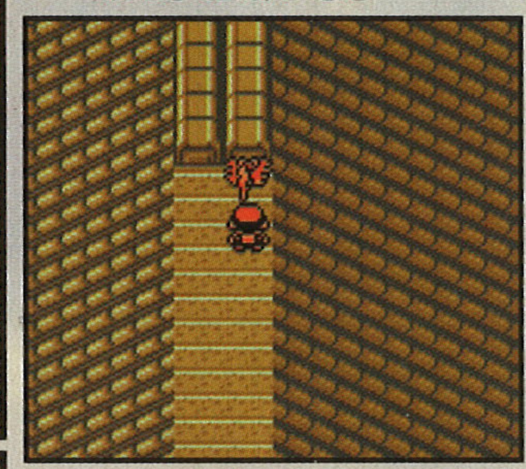








A Ho-oh Awaits on the Eaves



This Ecruteak tower has much easier enemies than Lugia's Whirl Islands dungeon, but is far more complicated to negotiate. Floors 3-6 are full of one-way ramps, and to get to the 6th Floor, you'll need to come up from ladder C, then hop down to F via the dotted path.

The three final floors have teleport squares that can be confusing without a map. To get to the roof, just take them in J-K-L-M order. Save before you challenge Ho-oh, and use the strategies listed in the Whirlpool section to catch it.

Tin Tower Both Versions	Morning	Day	Night
Gastly	–	–	40%
Rattata	100%	100%	60%

Ho-oh

As with Lugia, it's the level 40 Ho-oh (in Gold) that starts with the best move: Sacred Fire. Also like Lugia, Ho-oh can stay in battle forever with Recover. And like Lugia, Ho-oh learns another incredible technique (Fire Blast) at level 44. The difference is that Ho-oh is Fire/Flying, while Lugia is Psychic/Flying, and Ho-oh is stronger while Lugia is faster and a bit tougher.

see p.187

section

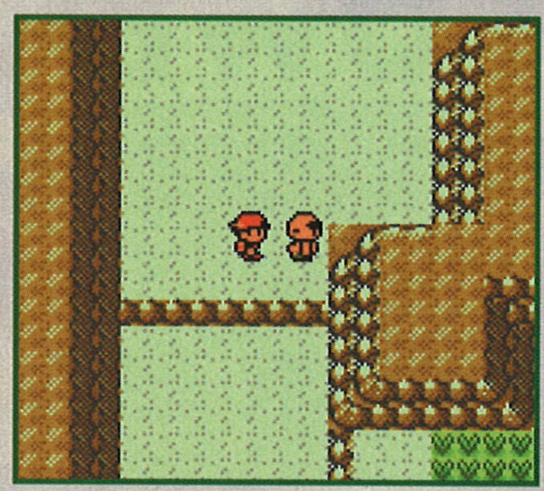
I-4 ROUTE 45+46

Take the Long Road to New Bark Town

After completing the events in Blackthorn City, you should have gotten a call from Professor Elm summoning you back to New Bark. You can Fly, but we prefer to walk, since the direct path of Route 45+46 gives us a chance to capture five new Pokémon (two each in Gold and Silver, and one for both versions in the Dark Cave).

A Talk to Hiker Parry for the Info on Marill

For some reason, this guy is following the Pokémon situation way over in Mt. Mortar. Trade phone numbers with him, and he'll give you a call when the Marill Pokémon are snapping over there.



Route 45 (Silver Version)	Morning	Day	Night
Geodude	28%	28%	28%
Graveler	52%	52%	52%
Phanpy	16%	16%	16%
Skarmony	4%	4%	4%

Route 45 (Gold Version)	Morning	Day	Night
Geodude	24%	24%	24%
Graveler	40%	40%	40%
Teddiursa	20%	20%	20%
Gligar	16%	16%	16%

Route 45 Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	100%	70%	50%
Dratini	-	30%	30%
Dragonair	-	-	20%

1 Erik ₽864
- Machop Level 24
- Machop Level 27
- Graveler Level 27

2 Ryan ₽1296
- Pidgeot Level 25
- Electabuzz Level 27

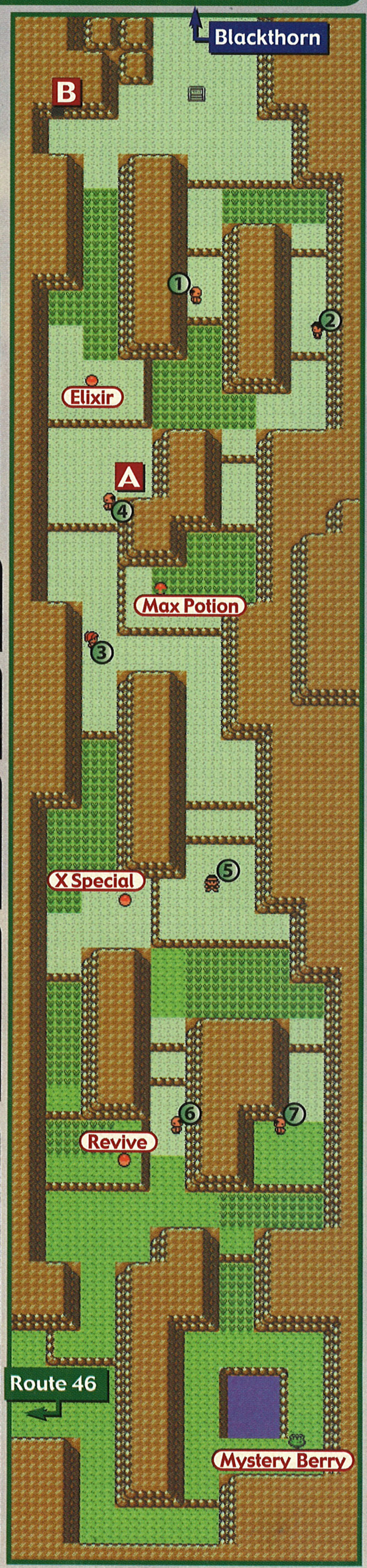
3 Kelly ₽1152
- Marill Level 27
- Wartortle Level 24
- Wartortle Level 24

4 Parry ₽928
- Onix Level 29

5 Kenji ₽672
- Machoke Level 28

6 Timothy ₽864
- Diglett Level 27
- Dugtrio Level 27

7 Michael ₽800
- Geodude Level 25
- Graveler Level 25
- Golem Level 25



Teddiursa

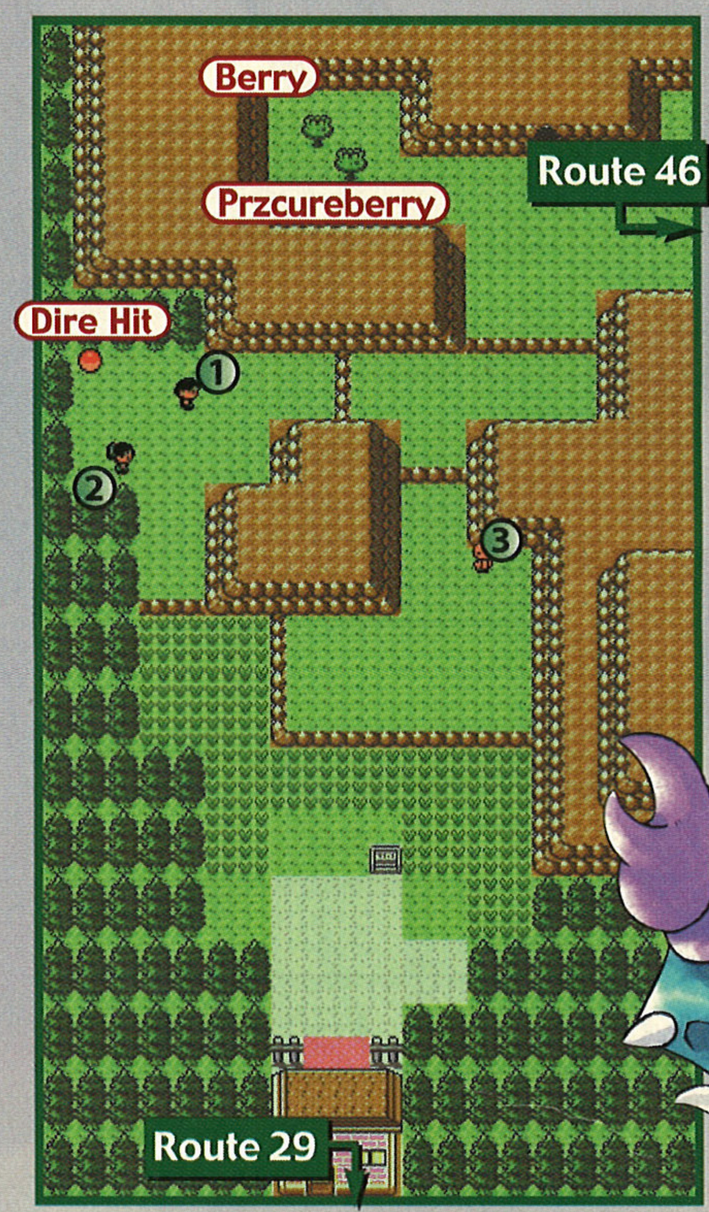
Teddiursa always escapes at the first opportunity, so you'll need Mean Look or a Sleep skill to snag one. It has good reason to run: It knows if it bides its time (30 levels) it will grow up into an Ursaring, one of the most well-rounded Normal Pokémon. It has solid stats and some interesting skills (Rest+Snore in the same Pokémon!).

see p.168

Phanpy

Phanpy and Donphan are pretty typical for Ground-type Pokémon: good Attack and Defense, but weak Specials. The one thing that's interesting is how different they are from each other: After level 25 (when Phanpy can evolve) each learns different skills. I recommend you evolve: Earthquake is a beating when it comes from a pure-Ground.

see p.169



1 Ted ₽340
Mankey Level 17

2 Erin ₽320
Ponyta Level 16
Ponyta Level 16

3 Bailey ₽416
Geodude Level 13
Geodude Level 13
Geodude Level 13
Geodude Level 13
Geodude Level 13

Route 46 Both Versions	Morning	Day	Night
Spearow	24%	12%	-
Rattata	36%	48%	70%
Geodude	40%	40%	30%

Gligar

Like I said, now they're combining Flying with everything, and this is the Ground/Flyer (does that even make sense?). Its nice to have a Flyer that's immune to Electric, but Gligar's skills aren't much good and it can't even learn fly.

see p.167

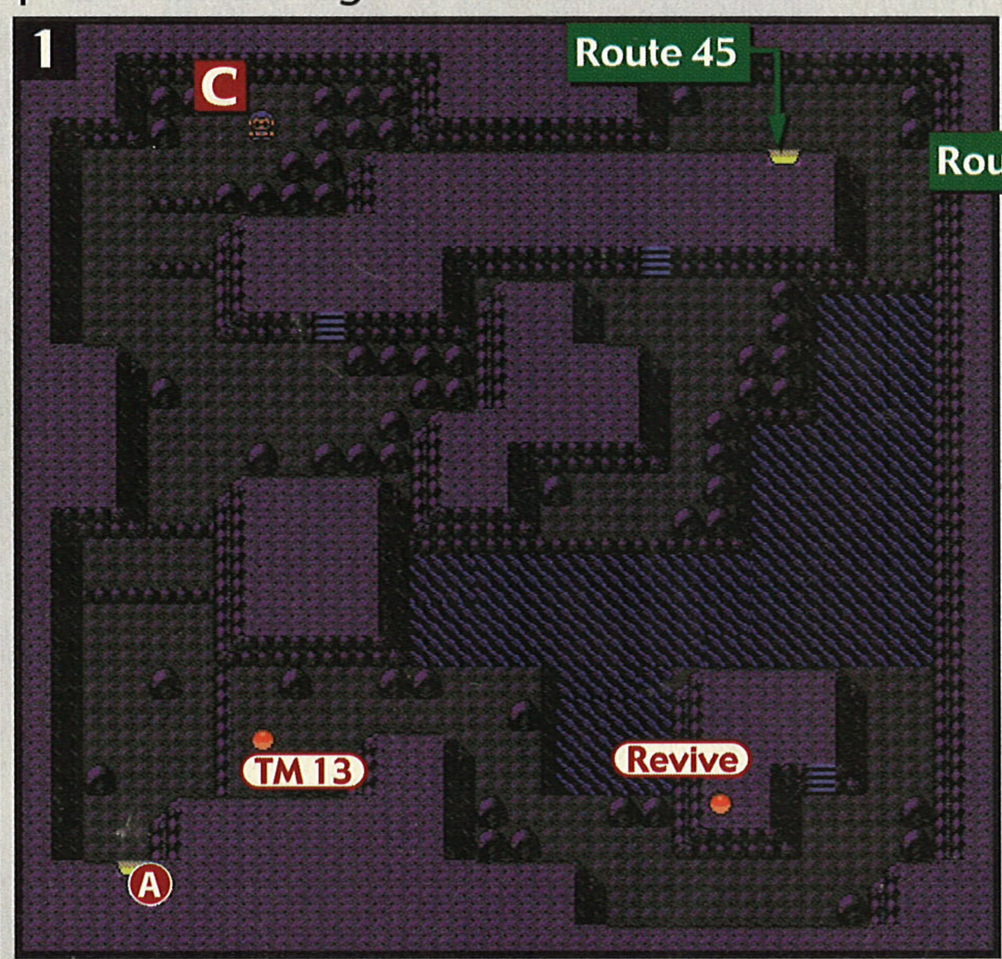
Skarmony

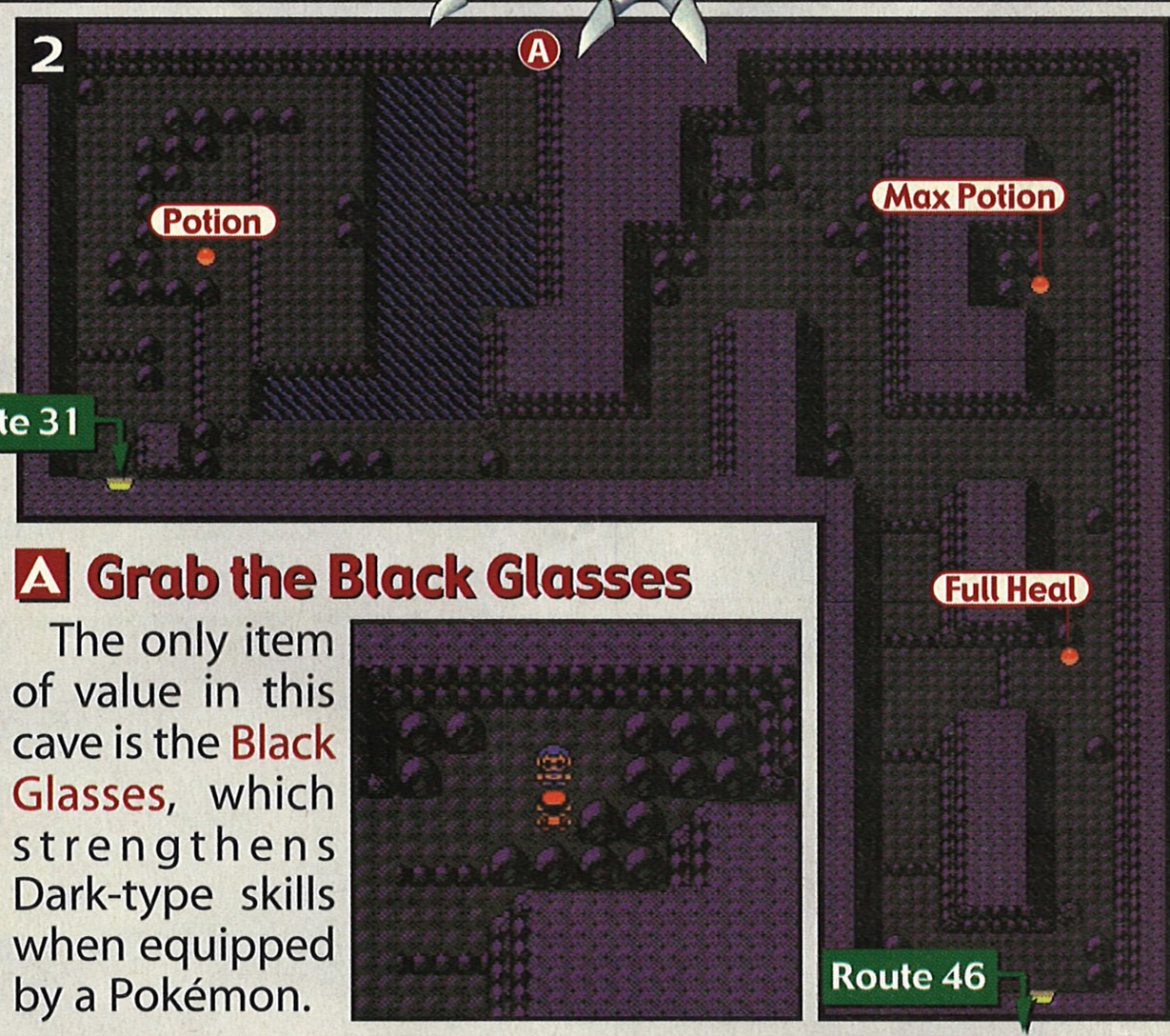
And this is the Flying/Metal Pokémon. That is an interesting combo, since it makes Skarmony weak to nothing but Electric. And Skarmony can learn Fly, does learn a Steel technique, and has a nice tough Defense. Silver definitely got the better deal here.

see p.170

The Dark Cave

Your best bet is to enter from Route 45, head to point C, then take door A down to the lower part of the dungeon for more treasures.





A Grab the Black Glasses

The only item of value in this cave is the Black Glasses, which strengthens Dark-type skills when equipped by a Pokémon.

Dark Cave 1 Both Versions	Morning	Day	Night
Geodude	16%	16%	16%
Graveler	16%	16%	16%
Zubat	40%	40%	40%
Golbat	16%	16%	16%
Wobbuffet	12%	12%	12%

Wobbuffet

Wobbuffet has poor stats but hardly needs them; It's got a ton of HP and it can only do damage by taking it. It gets four skills right off the bat (and never learns any more): Counter, Safeguard, Mirror Coat, and Destiny Bond. See the theme? Three of them reflect attacks back on their user. For a novelty Pokémon, Wobbuffet isn't too bad, especially when you're fighting a Pokémon with only Normal or only Special attacks, so you know whether to use Counter or Mirror Coat. And Destiny Bond is always good for a K.O. on the way out.

see p.138

section

I-4 ROUTE 26+27

1 Megan ₽1536
- Bellsprout Level 32
- Ivysaur Level 32
- Venusaur Level 32

2 Blake ₽1488
- Magnemite Level 33
- Quagsire Level 31
- Exeggcute Level 31

3 Brian ₽1614
- Sandslash Level 35

4 Gilbert ₽1088
- Starmie Level 30
- Exeggcute Level 30
- Girafarig Level 34

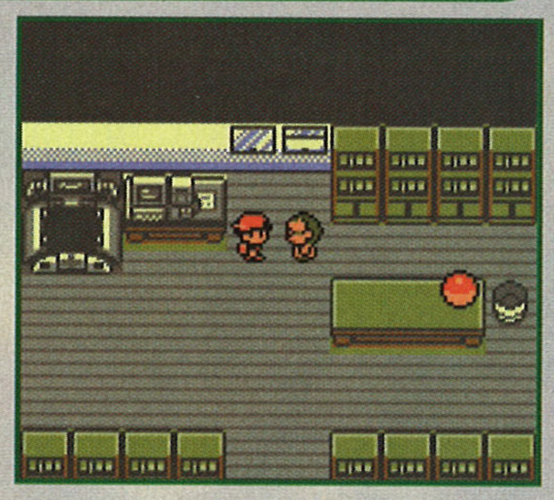
5 Jose ₽840
- Farfetch'd Level 35

6 Reena ₽1488
- Starmie Level 31
- Starmie Level 31
- Nidoqueen Level 33

7 Scott ₽1360
- Qwilfish Level 30
- Qwilfish Level 30
- Seaking Level 34

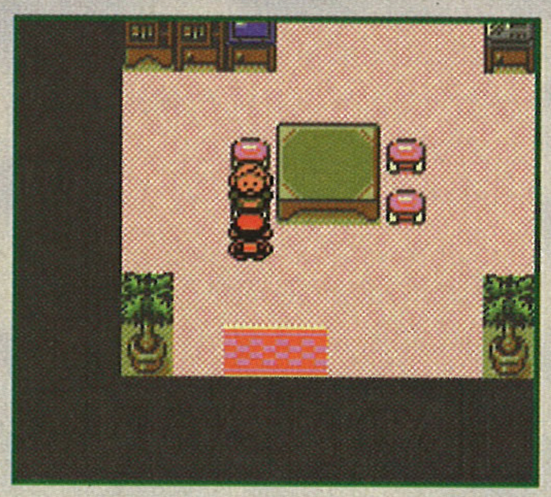
A Get the Master Ball from Professor Elm

Back in his New Bark Town laboratory, Professor Elm rewards your achievement with a free Master Ball. This powerful item can catch any Pokémon without fail, but you only get one (I recommend you save it for Raikou, Entei, or Suicune). When your business here is done, Surf to the east for Route 26+27.



B Receive TM 37 – If Your Pokémon Are Happy

If the Pokémon in your top slot is in a good mood, this woman will reward you with TM 37, (Sandstorm), which damages both Pokémon every turn, but is ineffective against Rock, Ground, and Steel-types. So teach it to one of those.

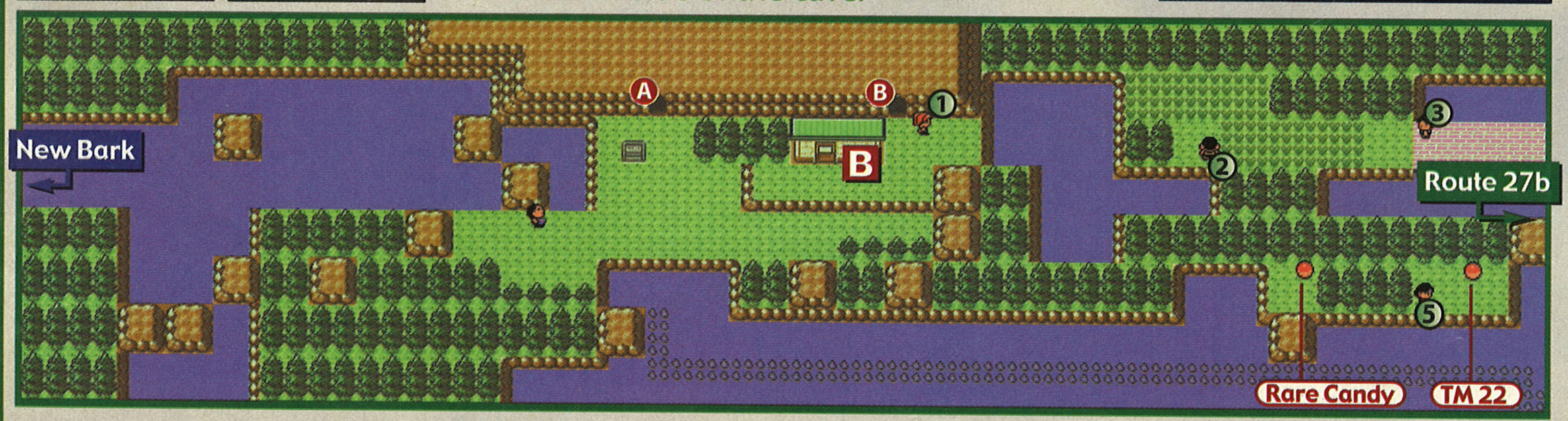


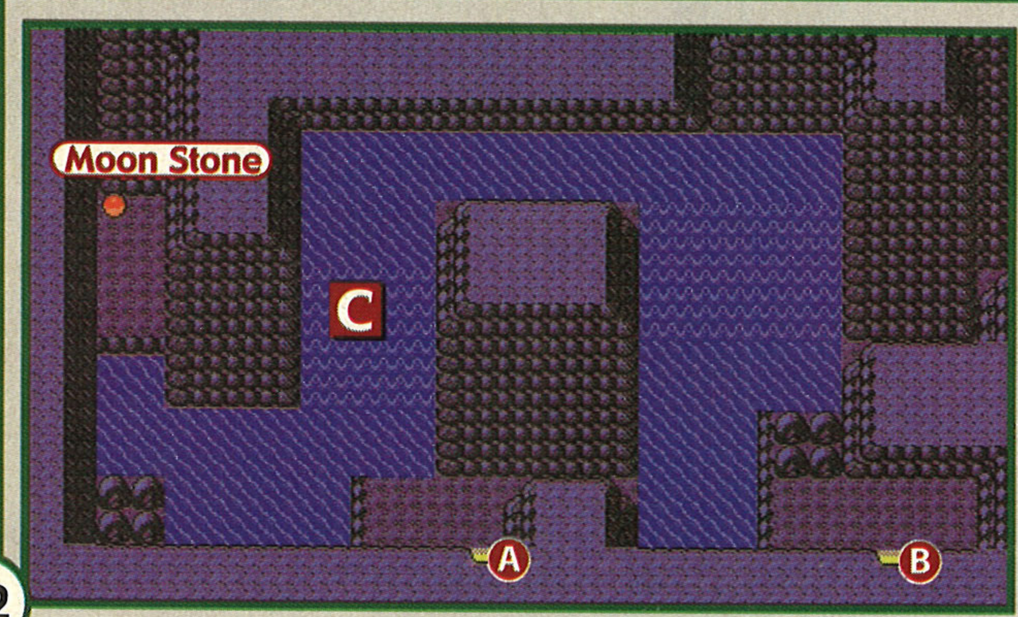
C Another Waterfall

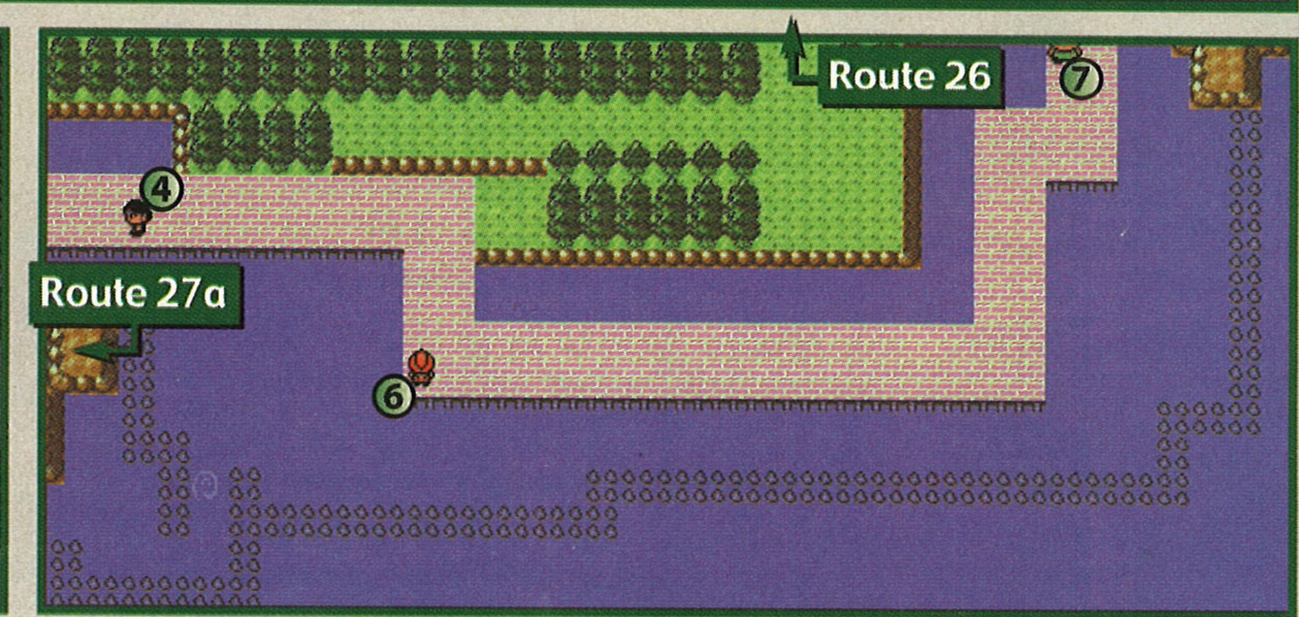
Getting through this small cave will require a Pokémon with the Waterfall move. Don't miss an all-too-rare Moon Stone to the left of the entrance. Bring a Pokémon with Whirlpool, too, so you can get TM 22 (Solar Beam) on the other side of the cave.

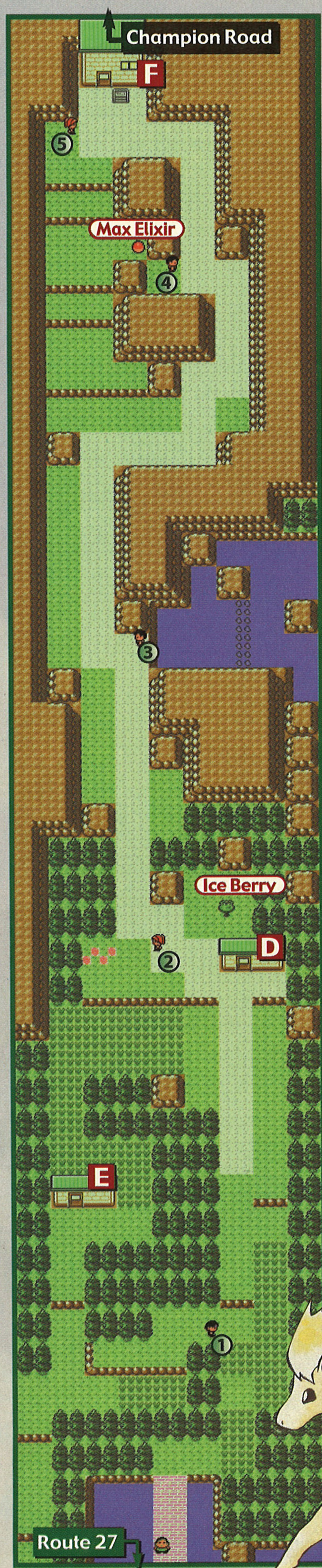
Route 27 (Gold Version)	Morning	Day	Night
Doduo	40%	44%	–
Raticate	24%	32%	40%
Sandslash	16%	16%	16%
Ponyta	8%	8%	8%
Quagsire	12%	–	36%

Route 27 (Silver Version)	Morning	Day	Night
Doduo	40%	44%	–
Dodrio	24%	32%	–
Arbok	16%	16%	32%
Ponyta	8%	8%	16%
Quagsire	12%	–	52%



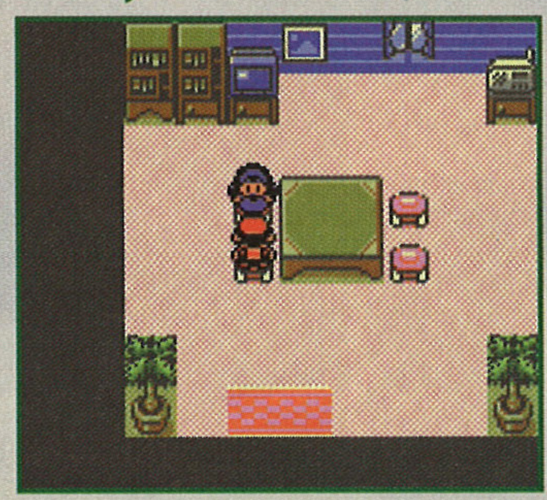






D You Can Heal Here

This is the longest stretch of field in the game, and the trainers aren't easy. Fortunately, this woman is here to heal your wounds.



Route 26 (Gold Version)	Morning	Day	Night
Doduo	28%	28%	-
Dodrio	12%	12%	-
Raticate	-	-	24%
Sandslash	24%	36%	28%
Ponyta	24%	24%	12%
Quagsire	12%	-	36%

Route 26 (Silver Version)	Morning	Day	Night
Doduo	40%	40%	-%
Raticate	30%	40%	40%
Ponyta	20%	20%	20%
Quagsire	10%	-	40%

1 Richard ₽1152
- Espeon Level 34

2 Joyce ₽1536
- Pikachu Level 36
- Blastoise Level 32

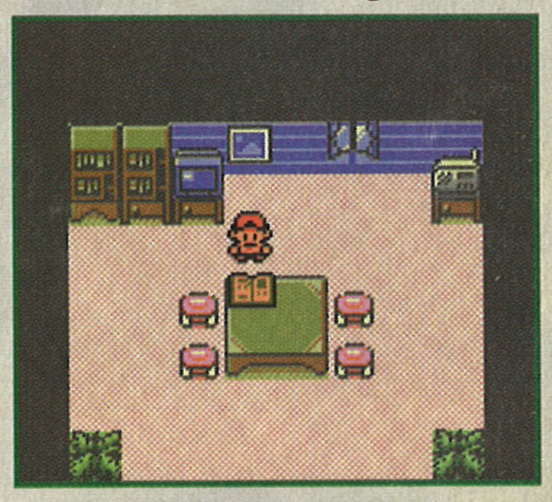
3 Gaven ₽1536
- Victreebell Level 32
- Kingler Level 32
- Flareon Level 32

4 Roger ₽1680
- Parasect Level 33
- Golduck Level 35

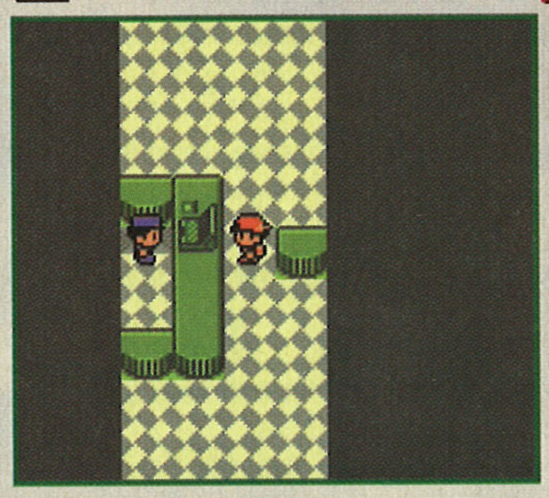
5 Beth ₽1728
- Rapidash Level 36

E The Home of the Once-a-Week Siblings

This small house is home to all seven of the Once-a-Week Brothers and Sisters we've been running into throughout Johto. No one's home, but the notebook on top of the table contains a list of the siblings and their whereabouts, in case you missed any.



F Show Your Badges and Pass Freely



The gatekeeper here won't let you pass unless you have all eight badges, which should be no problem for you at this point. The path only gets harder from here, so make sure to save and heal (backtrack to point D if necessary) before you set foot on Victory Road.

Ponyta

Ponyta and Rapidash have always been under-appreciated, probably because they learn so few Fire attacks. But now they can learn Fire Blast, and put their high Speed to good use.

see p.171

Doduo

Doduo's moves have been shuffled around a bit, making it a little better than it used to be. By the time you catch one here, It will already have Tri Attack, a cool move that can now cause status conditions. They also start with Dark-type Pursuit.

see p.170

section

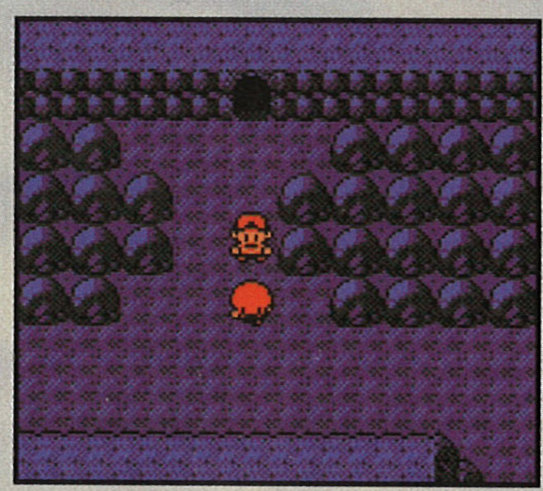
I-5 Victory Road

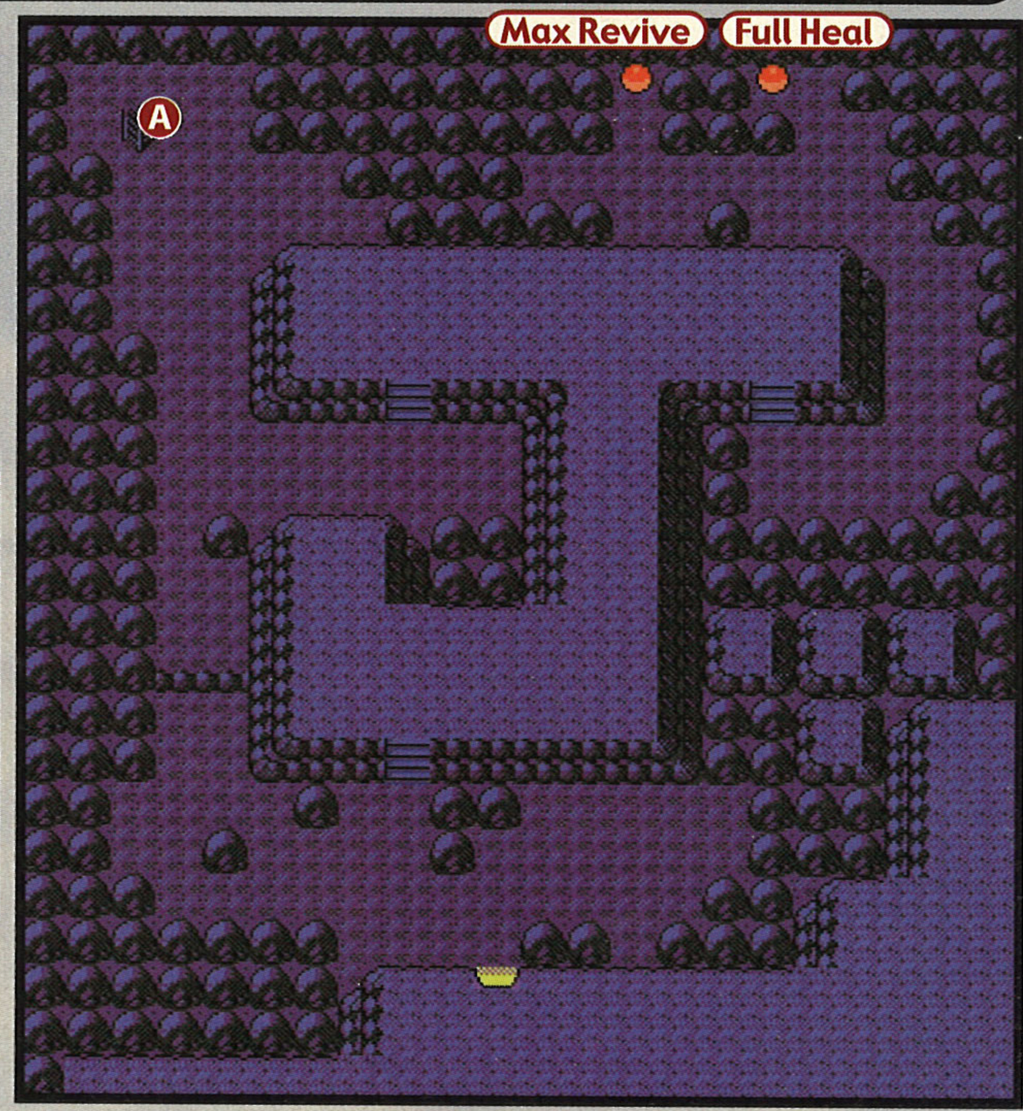
A Another Rival Ambush

Look, a rival's got to do what a rival's got to do, but does it always have to be right at the end of a long, grueling dungeon, mere steps away from a Pokémon Center? Alas, yes.

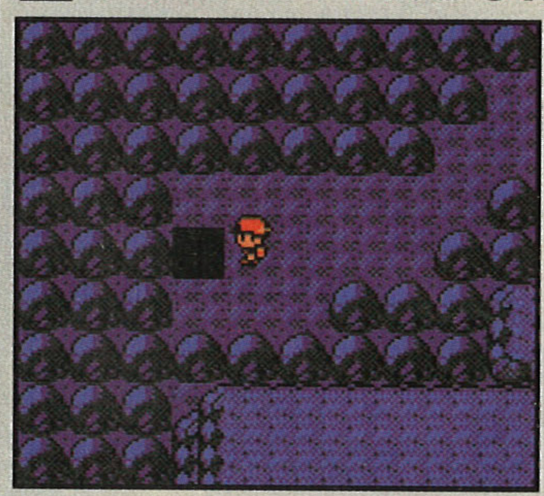
The dungeon up to this point is quite straightforward, but prepare for this fight when you head up to the exit. Your rival has six Pokémon now, and their levels are quite high.

Rival ₽4560	
Sneasel Level 34	
(Starter) Level 38	?
Magneton Level 35	
Golbat Level 36	
Haunter Level 35	
Kadabra Level 35	

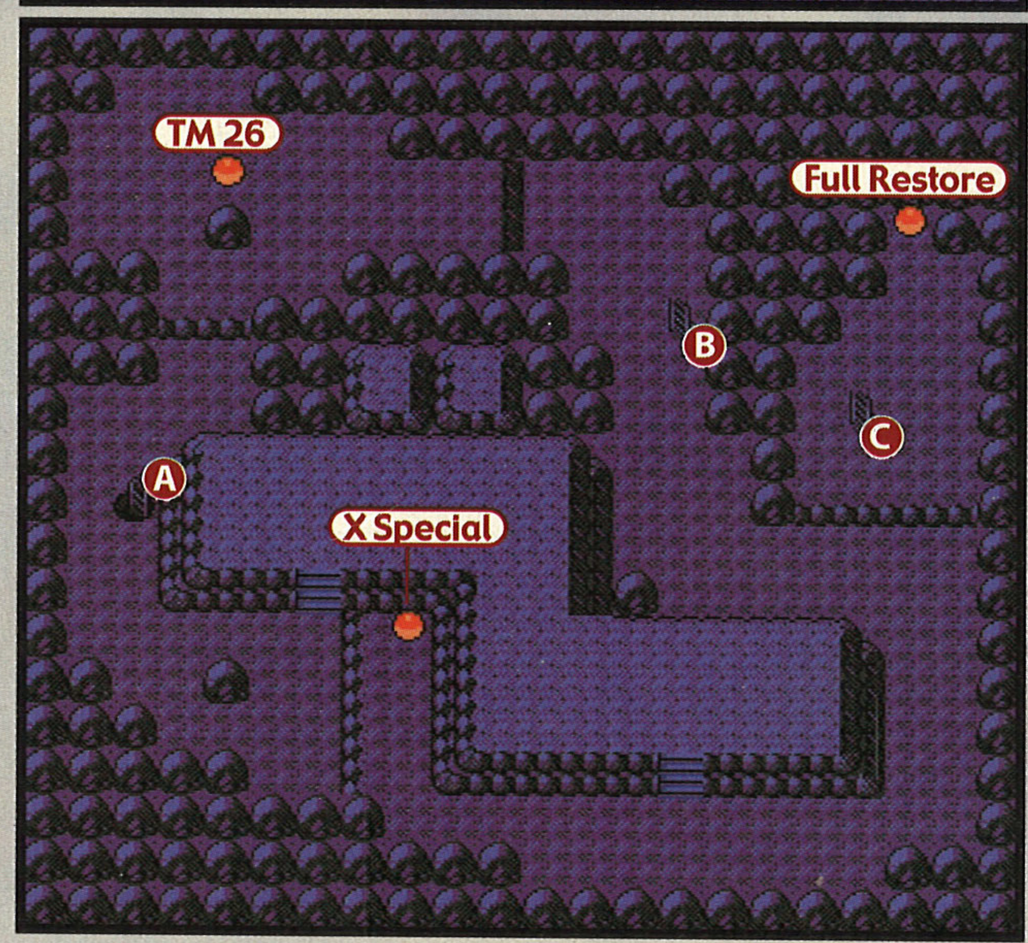




B Take the Pit Down to TM 26

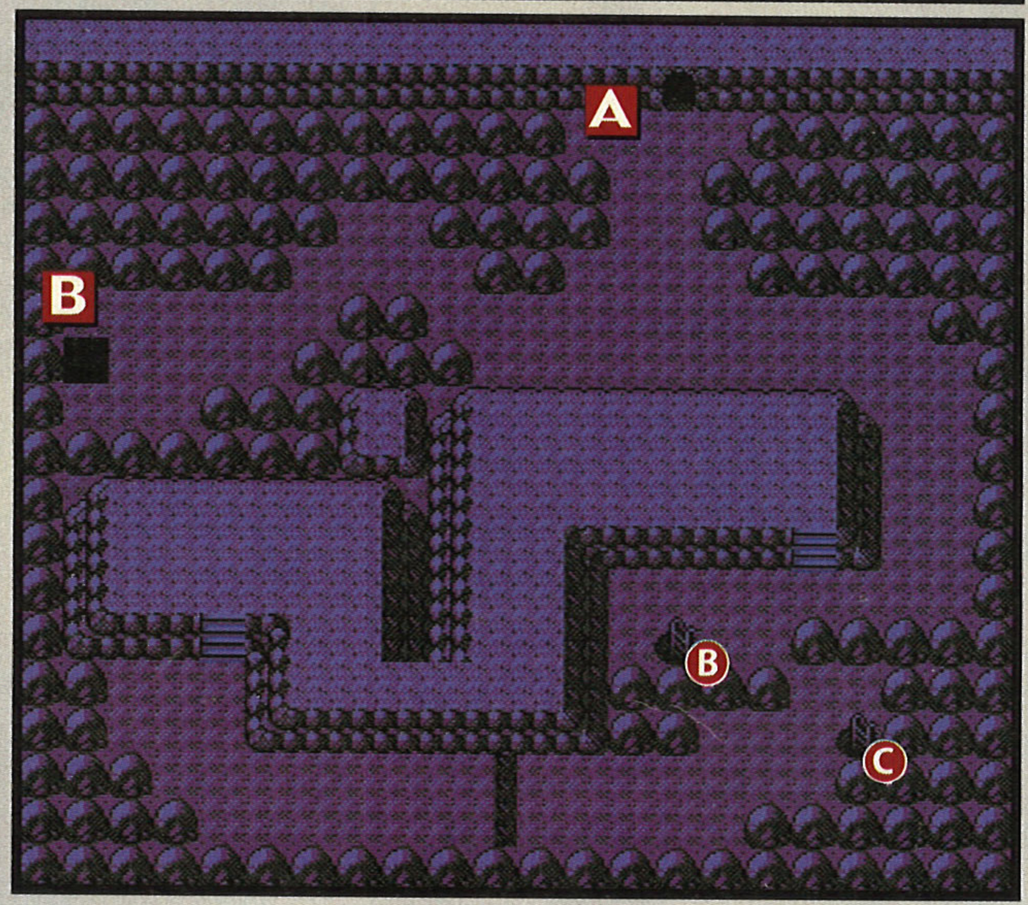


You might want to pop into the Plateau and heal before you come back out, jump into this pit, and drop down to TM 26. This TM contains Earthquake, which is a good skill, especially considering how many Ground Pokémon have no Ground attacks.



Route 23 (Gold Version)	Morning	Day	Night
Onix	16%	16%	16%
Graveler	24%	24%	24%
Golbat	32%	32%	32%
Rhyhorn	4%	4%	4%
Ursaring	24%	24%	24%

Route 23 (Silver Version)	Morning	Day	Night
Onix	16%	16%	16%
Graveler	24%	24%	24%
Golbat	32%	32%	32%
Rhyhorn	4%	4%	4%
Donphan	24%	24%	24%

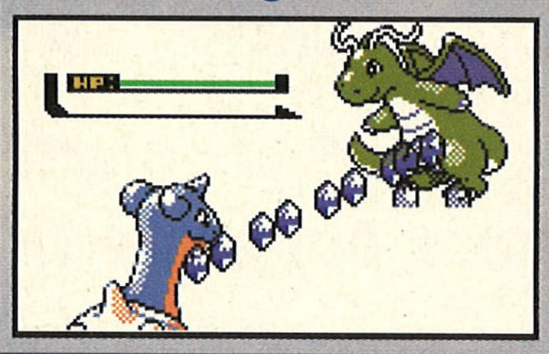


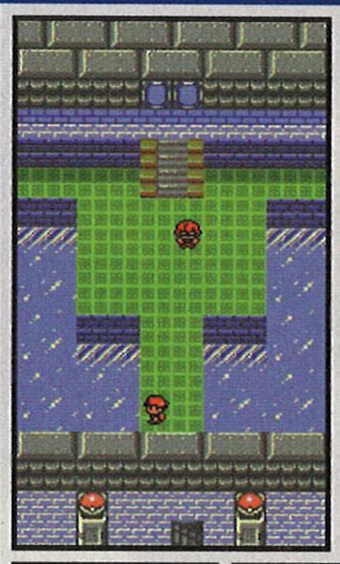
INDIGO PLATEAU

section I-6

Poké Mart	
ULTRA BALL	1200
MAX REPEL	700
HYPER POTION	1200
MAX POTION	2500
FULL RESTORE	3000
REVIVE	1500
FULL HEAL	600

The time has come! The rules for Indigo Plateau haven't changed: You have to do all five fights in a row, and you won't be able to get to a Pokémon Center in between. Spend all your money at the Mart first, so if you lose, you can keep the EXP but not suffer a cash penalty. Your party should have at least one good Fire, Electric, and Psychic Pokémon. Most of all, it needs a high level Ice Pokémon, and Lapras is the best. Fighting Pokémon are nice, but it's those four that will win this war.





1: Will

All of Will's Pokémon are part Psychic, but the best way to go is Electric. A good Electric Pokémon can fry Slowbro and the two Xatu in one shot each, and Fire works great on the others. Beating Will is all in using the right type at the right time.

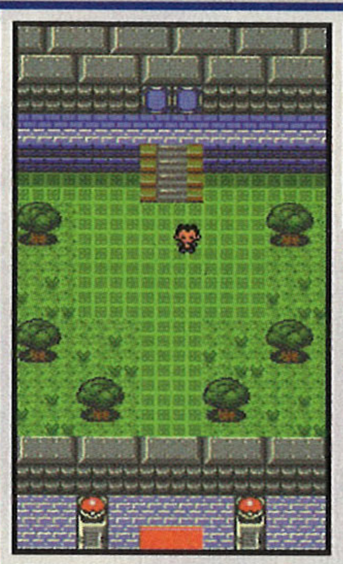
Xatu Level 40

Exeggutor Level 41

Slowbro Level 41

Jynx Level 41

Xatu Level 42



2: Koga

Fire continues to be great, roasting Koga's first two Pokémon. A nice Psychic like Alakazam or Espeon can make equally short work of Poison-type Muk, Venomoth, and Crobat. You should still be coasting on type matching at this point.

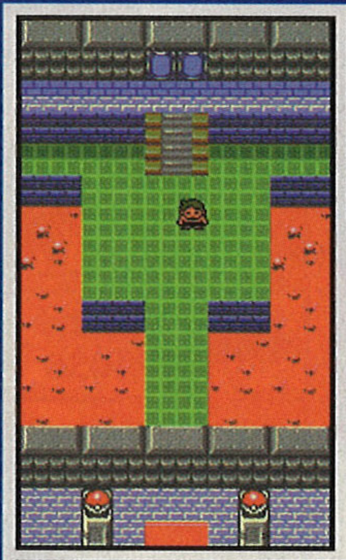
Ariados Level 40

Forretress Level 43

Muk Level 42

Venomoth Level 41

Crobat Level 44



3: Bruno

If your Psychic got wounded in the last round, heal it up before you go against Bruno, since it's the key Pokémon against four of Bruno's five fighters. Give your Ice Pokémon (preferably Water/Ice Lapras) a warm-up with the Onix.

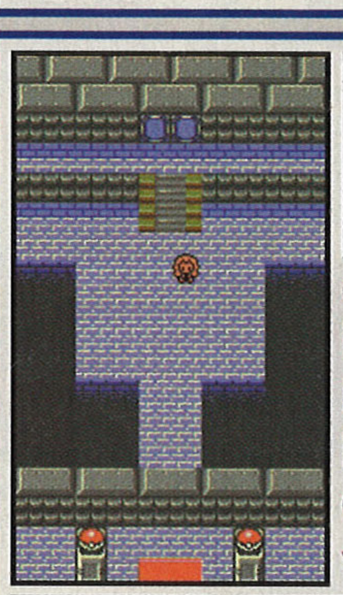
Hitmontop Level 42

Hitmonlee Level 42

Hitmonchan Level 42

Onix Level 43

Machamp Level 46



4: Karen

Many of Karen's Pokémon can be tricky to counter-type. Vileplume and Murkrow will go down with Fire and Electric respectively, and any part-Normal Pokémon is great for Gengar. Darks are tougher; they're vulnerable only to Fighting and Bug.

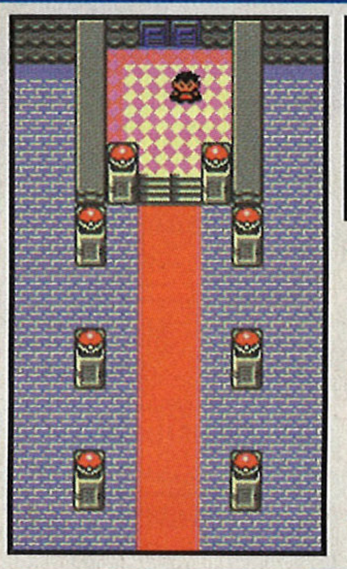
Umbreon Level 42

Vileplume Level 42

Gengar Level 45

Murkrow Level 44

Houndoom Level 47



5: Lance

These Pokémon are tough! Here's where the high-level Lapras (or Jynx, Dewgong or Cloyster) comes in. It gets to deal with all three of the Dragonite, and if it has a good Water attack, it can do wonders against Charizard and Aerodactyl too. As for other types, you'll want to go Electric for Gyarados and maybe Charizard, but other Pokémon are most useful for stalling while you heal your Ice-type attacker.

Gyarados Level 44

Dragonite Level 47

Charizard Level 46

Dragonite Level 47

Aerodactyl Level 46

Dragonite Level 50

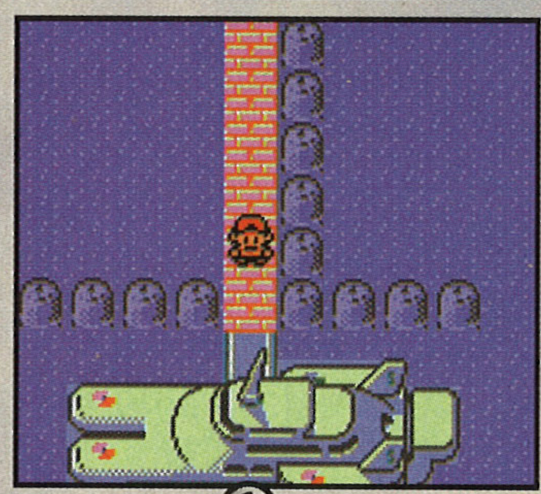
Section J: East Kanto

The Elite Four have been beaten and the credits have rolled, but your quest is far from over. A whole new continent beckons: Kanto, the setting of the original Pokémon games. Our first objective in Kanto will be to restore power to the train that links Johto's Goldenrod and Kanto's Saffron.

section
J-1 S.S. Aqua

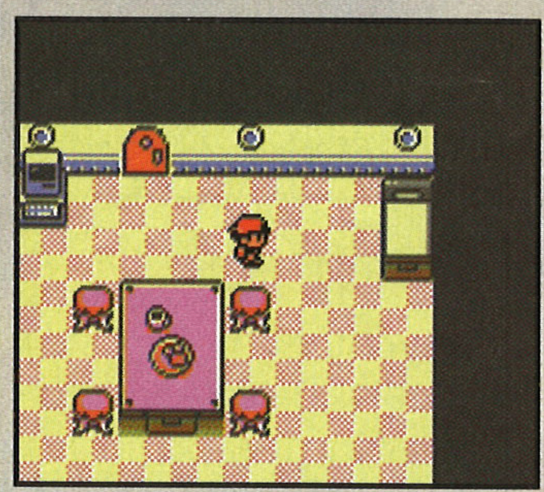
The Ship Leaves From Olivine City

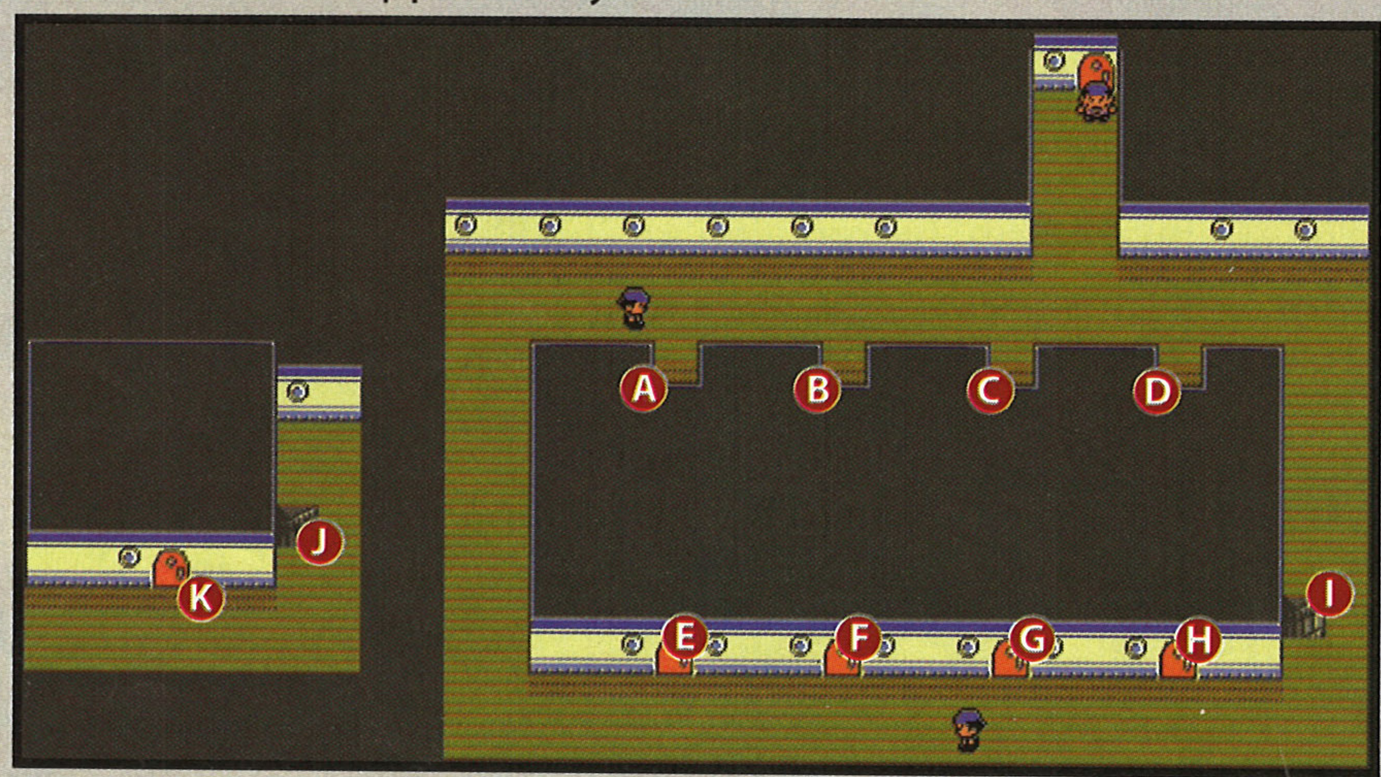
When you resume your game, you'll find yourself at your home in New Bark Town. As soon as you head outside, you'll get a call from Professor Elm. He has another reward for you, the S.S. Ticket. Fly to Olivine City, head down to the harbor, and hop on board for a short voyage to Kanto.



A Check Into Your Room

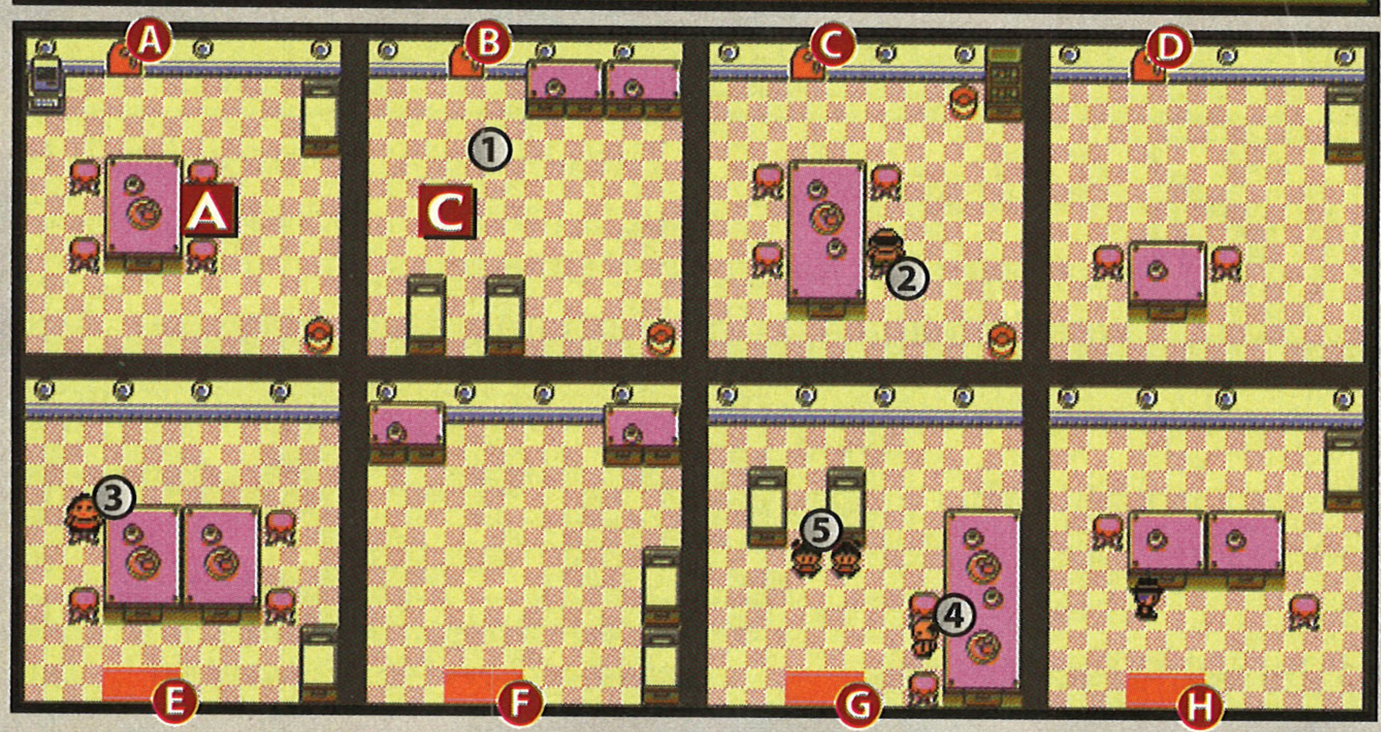
The Professor has you travelling in style–a private room! It has a PC, and you can heal here too. This ship is full of trainers, but they're much easier than the opponents you just faced in the Indigo Plateau, so you may want to take the opportunity to break in some new Pokémon.





B C A Lost Child & A Shirking Sailor

After you board, you'll be approached by a man looking for his lost daughter. It seems she went downstairs, but there's a guy blocking the way (B) and he won't move until you find his missing sailor. You'll find him in the room next to yours (C) and after you beat him, his boss will get out of your way.



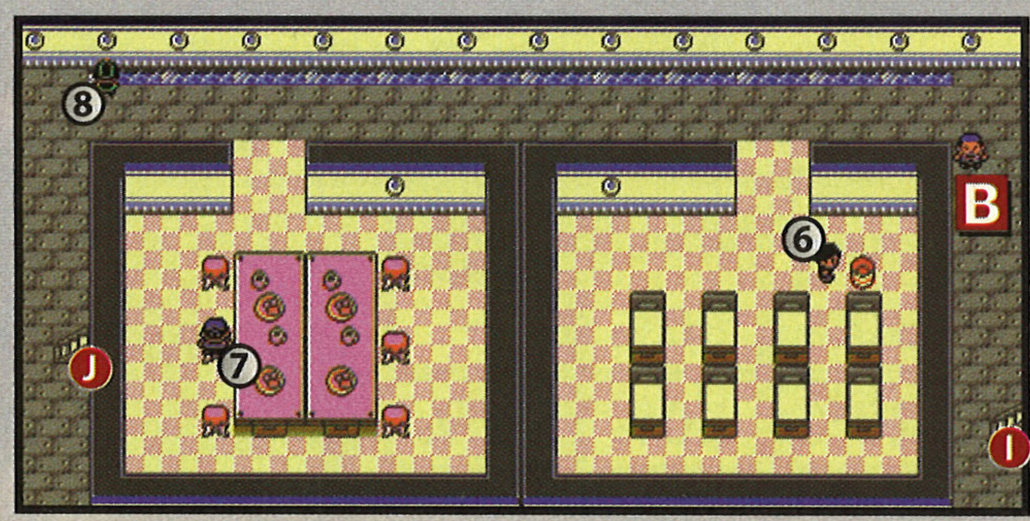
1
- Stanley ₽1040
- Machop Level 31
- Psyduck Level 26
- Machoke Level 33

2
- Noland ₽1056
- Sandslash Level 30
- Golem Level 33

3
- Lyle ₽1344
- Koffing Level 28
- Flareon Level 31
- Koffing Level 28

4
- Colin ₽2560
- Delibird Level 33

5
- Meg+Peg ₽1240
- Teddiursa Level 31
- Phanpy Level 31



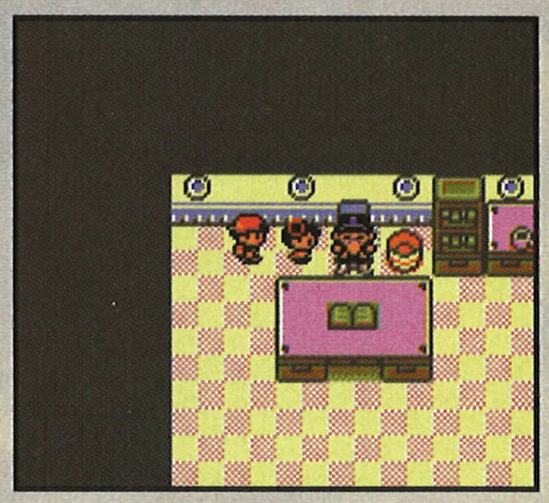
6 Fritz ₽1160	
Mr. Mime Level 29	
Machoke Level 29	
Magmar Level 29	

7 Jeff ₽1280	
Raticate Level 32	
Raticate Level 32	

8 Debra ₽660	
Seaking Level 33	

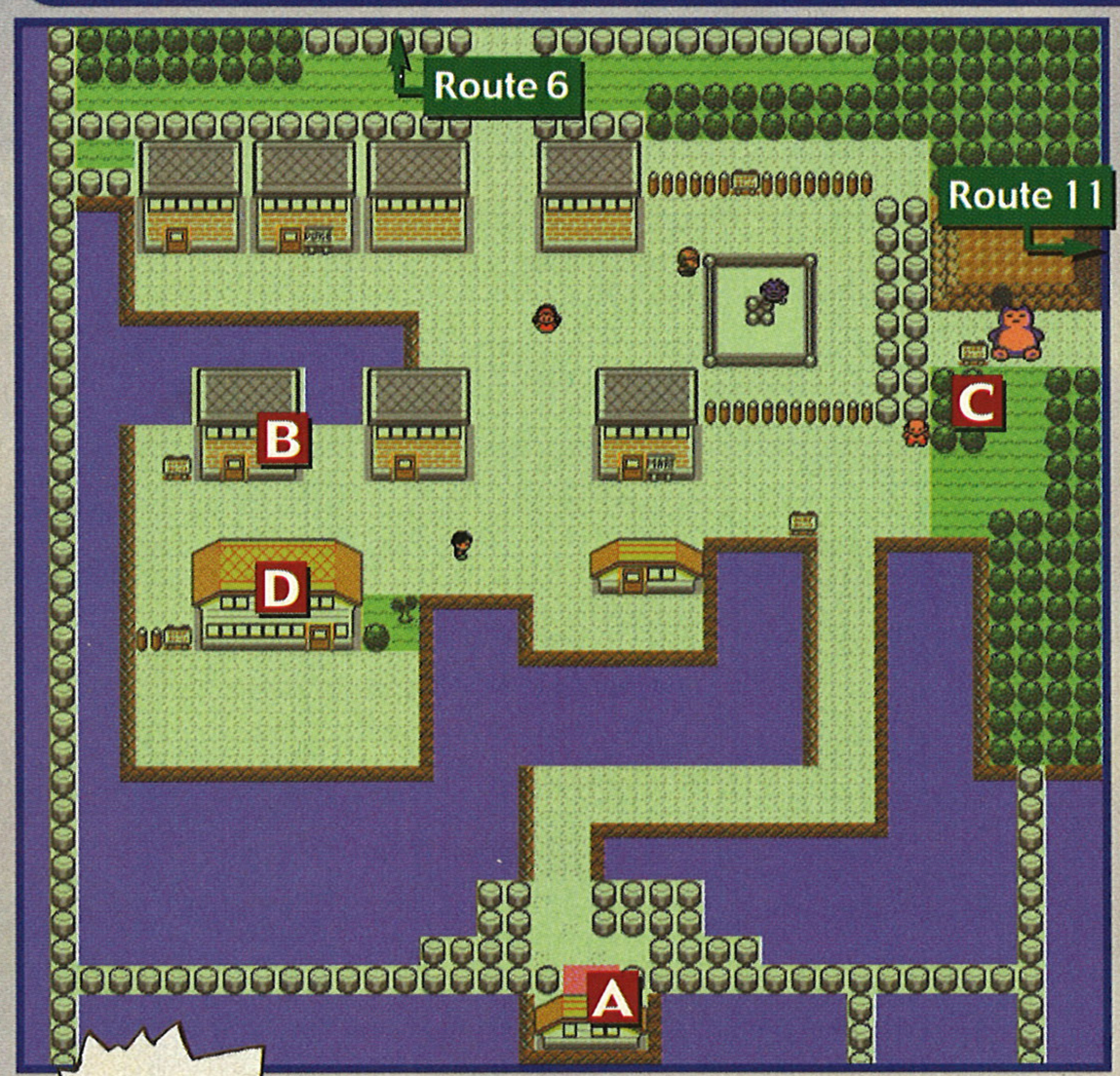
D Retrieve the Missing Child

With the sailor gone, you can head up to the Captain's room, where you'll find the lost child. Escort her back to her father, and he'll reward you with a Metal Coat, an item that powers up Steel attacks and is required for evolving Onix and Scyther. When this event is completed, the ship will dock in Kanto.



VERMILION CITY

section J-2



A The Ship Schedule

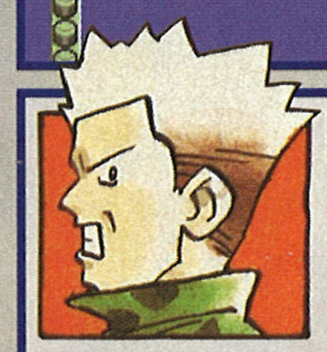
Until the train is fixed, the ship is the only way to get between Kanto and Johto (besides flying to the Indigo Plateau and walking back). The ship leaves from Kanto every Wednesday and Sunday, and comes back on Monday and Friday. When next you ride, you'll meet a whole new set of trainers on board.

B The Pokémon Fan Club

Listen to the Fan Club President's long, boring story, and he will reward you with a Rare Candy. Also note the Clefairy Doll while you're here... It will be important a bit later.

C Let Sleeping Snorlax Lie (For Now)

We'll come back when we figure out a way to wake Snorlax. Also note the guy next to him–When you get all 8 Kanto Badges, he'll give you a free Max Up.



D Battle Lt. Surge for the Thunder Badge

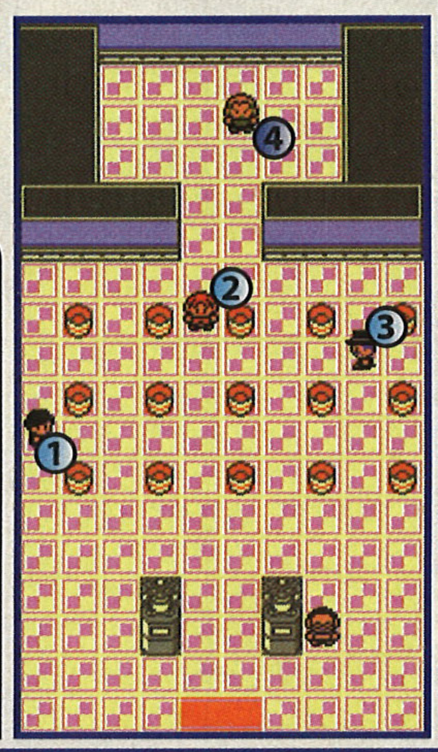
And you thought you were done with the Badges! Nope, Kanto has eight new ones (well, hardly new to Red/Blue/Yellow players), starting with Lt. Surge's Thunder Badge. You'll want to bring your best Grass and Ground-types along (Note to Silver players: Donphan is great here), but most good Pokémon will do, since these Pokémon mostly use Normal-type attacks anyway.

1 Horton ₽1320	
Electrode Level 33	
Electrode Level 33	
Electrode Level 33	
Electrode Level 33	

2 Vincent ₽1024	
Magnemite Level 27	
Magnemite Level 32	
Magnemite Level 32	
Voltorb Level 33	

3 Gregory ₽2376	
Pikachu Level 37	
Flaaffy Level 33	

4 Lt. Surge ₽4600	
Raichu Level 44	
Electrode Level 40	
Electabuzz Level 46	
Electrode Level 40	
Magneton Level 40	



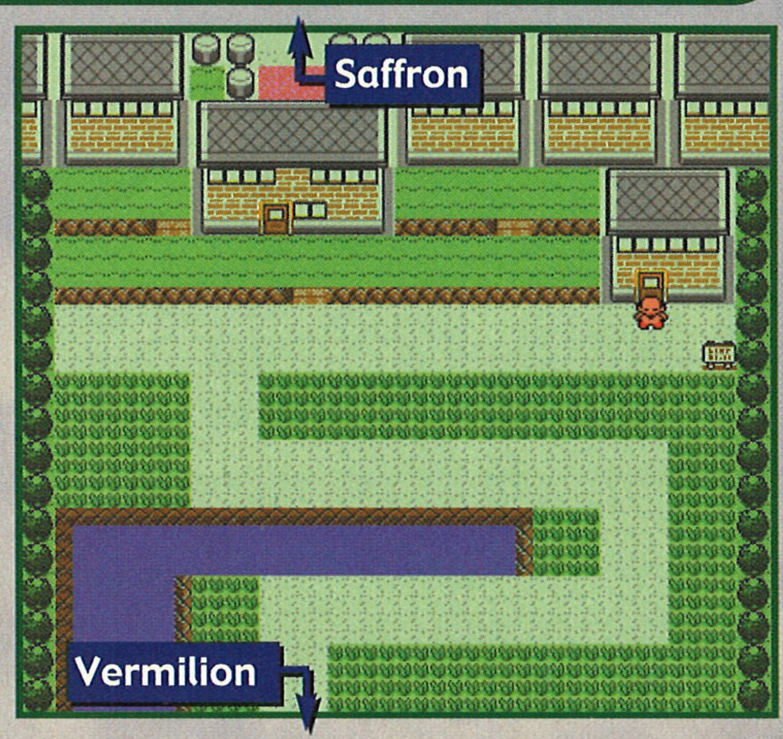
Poké Mart	
ULTRA BALL	1200
SUPER POTION	700
HYPER POTION	1200
REVIVE	1500
PARALYZ HEAL	200
AWAKENING	250
BURN HEAL	250
LITEBLUEMAIL	50

section
J-3 ROUTE 6

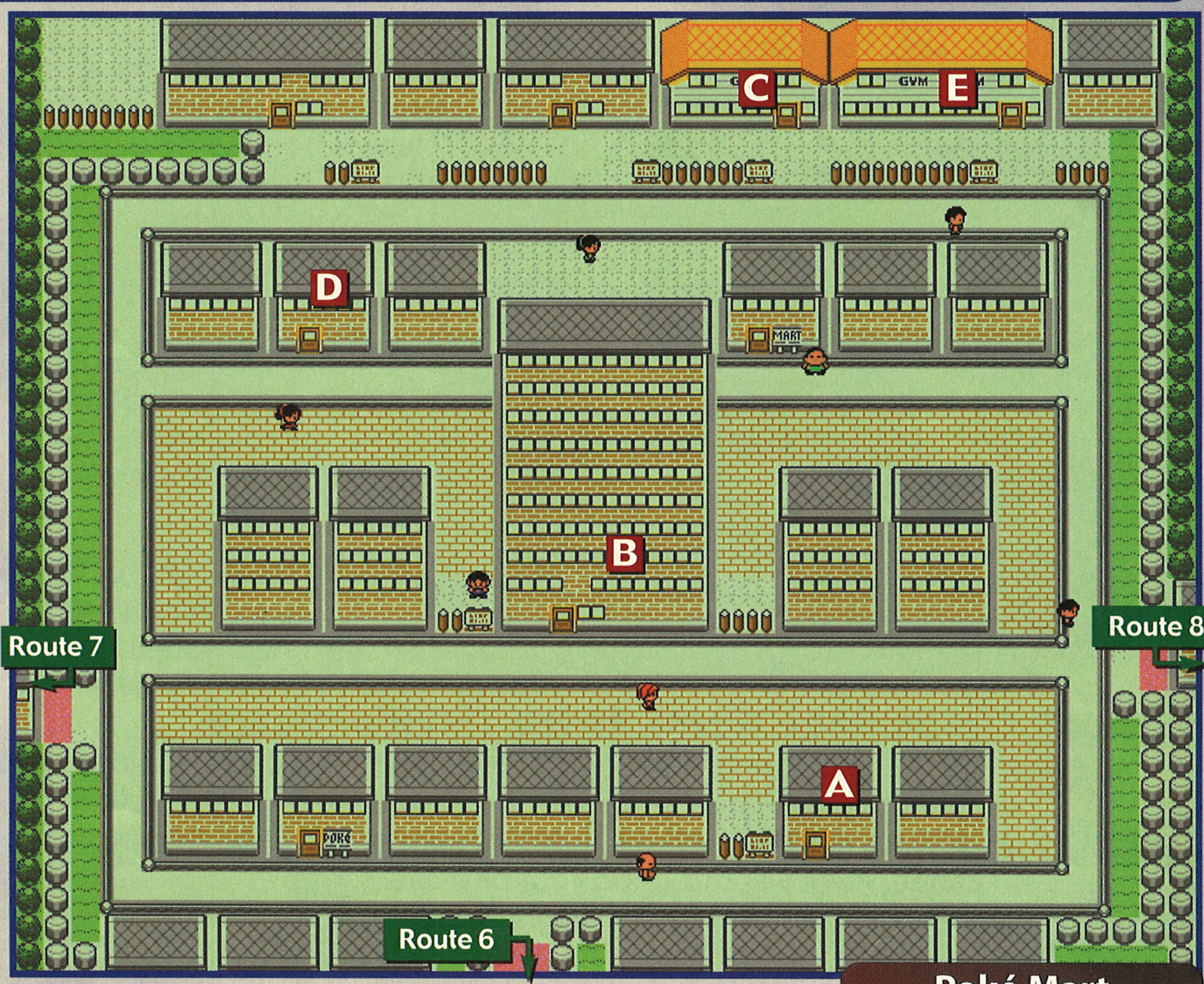
North to short, dull Route 6 is the only way we can go from Vermilion. A tunnel here links Route 6 to Cerulean City, but it will be closed until you fix the power outage.

Route 6 Both Versions	Morning	Day	Night
Pidgey	30%	30%	-
Bellsprout	20%	20%	20%
Abra	10%	10%	10%
Magnemite	20%	20%	20%
Meowth*	20%	20%	20%
Oddish	-	-	30%

*Appears in Silver Version Only



section
J-4 SAFFRON CITY



A Get TM 29

As in the last game, this guy reads minds and presents all comers with TM 29, Psychic. He must have quite a stockpile.

B A Free Upgrade

You won't get far in Silph Co., but they'll give you a free Up-grade, which will "upgrade" a certain Pokémon when you trade it.

C More Freebies at the Fighting Gym

The Karate Master is still in Johto, and surely he wouldn't have left anything lying around if he didn't want us to take it, right? Keep telling yourself that as you take the Focus Band, which sometimes protects your Pokémon from Fainting.

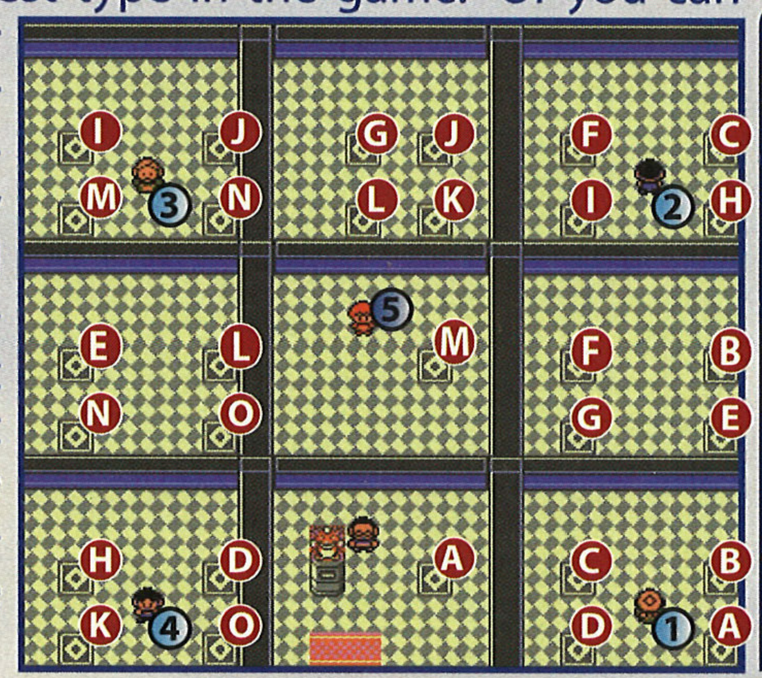
Poké Mart	
GREAT BALL	600
ULTRA BALL	1200
HYPER POTION	1200
MAX POTION	2500
FULL HEAL	600
X ATTACK	500
X DEFEND	550
FLOWER MAIL	50

D The Copycat Girl

This kid is up to her old tricks, but if you come back after restoring the power, you'll find her pouting over a Clefairy Doll she lost in Vermilion (in the Fan Club). Return it, and she will give you a rail Pass.

E Battle Sabrina for the Marsh Badge

If Sabrina gives you trouble, you can always head down to Route 7, load up on Dark-types, and teach Sabrina why Psychic is no longer the unequivocal best type in the game. Or you can just wear her out with your best Pokémon– she only has three and you can probably outlast them. To get to her, take route A-B-F-I-M. Just like last time!



1 Rebecca ₽1400
- Drowzee Level 35
- Hypno Level 35

2 Jared ₽1120
- Mr. Mime Level 32
- Exeggcute Level 32
- Exeggcute Level 35

3 Doris ₽1440
- Slowpoke Level 34
- Slowbro Level 36

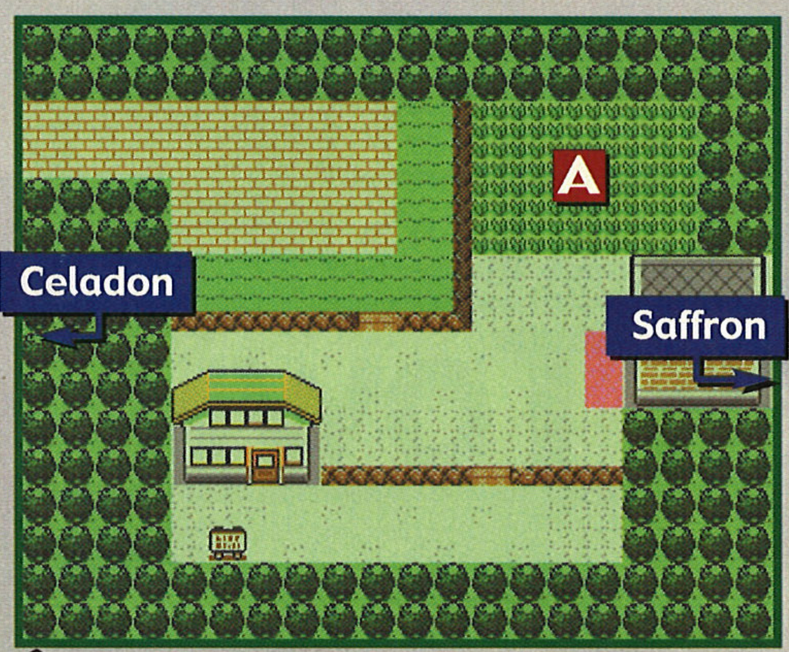
4 Franklin ₽1184
- Kadabra Level 37

5 Sabrina ₽4800
- Espeon Level 46
- Mr. Mime Level 46
- Alakazam Level 48

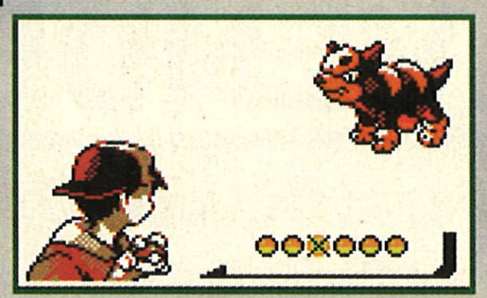
ROUTE 7

section **J-5**

A Catch Some Dark Pokémon (Finally!)

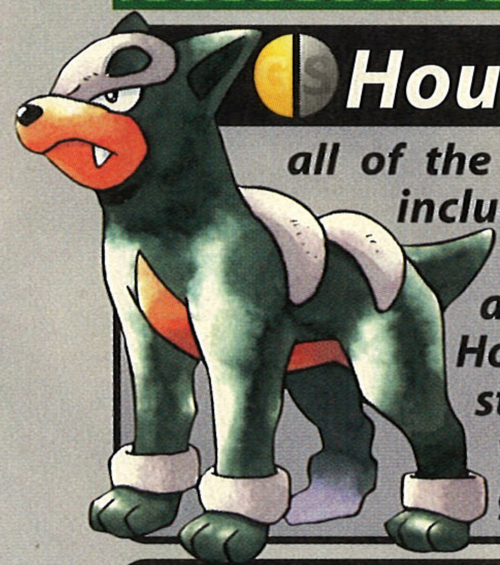


This small chunk of land leads to Celadon City (and contains another closed tunnel), but we don't care about that right now. What makes it noteworthy is the two Dark Pokémon that come out, naturally, at night. Houndour, particularly, is one you won't want to miss. But both are great for dealing with Sabrina's Psychic Gym.



Route 7 (Gold Version)	Morning	Day	Night
Spearow	28%	16%	-
Rattata	36%	36%	20%
Raticate	12%	16%	20%
Growlithe	24%	32%	24%
Houndour	-	-	8%
Murkrow	-	-	28%

Route 7 (Silver Version)	Morning	Day	Night
Spearow	44%	28%	-
Raticate	20%	24%	24%
Meowth	16%	20%	20%
Persian	4%	4%	4%
Vulpix	16%	24%	20%
Houndour	-	-	8%
Murkrow	-	-	24%



Houndour

Houndour is strong and versatile. Outside of Roar, all of the moves it learns are attacks, and they include Faint Attack (which never misses), Flamethrower, and Crunch, Dark's best attack. Houndour's evolved form, Houndoom (at level 24) has generally good stats (including impressive Speed), and its versatility makes it a good pick versus the game's tricky final opponent.

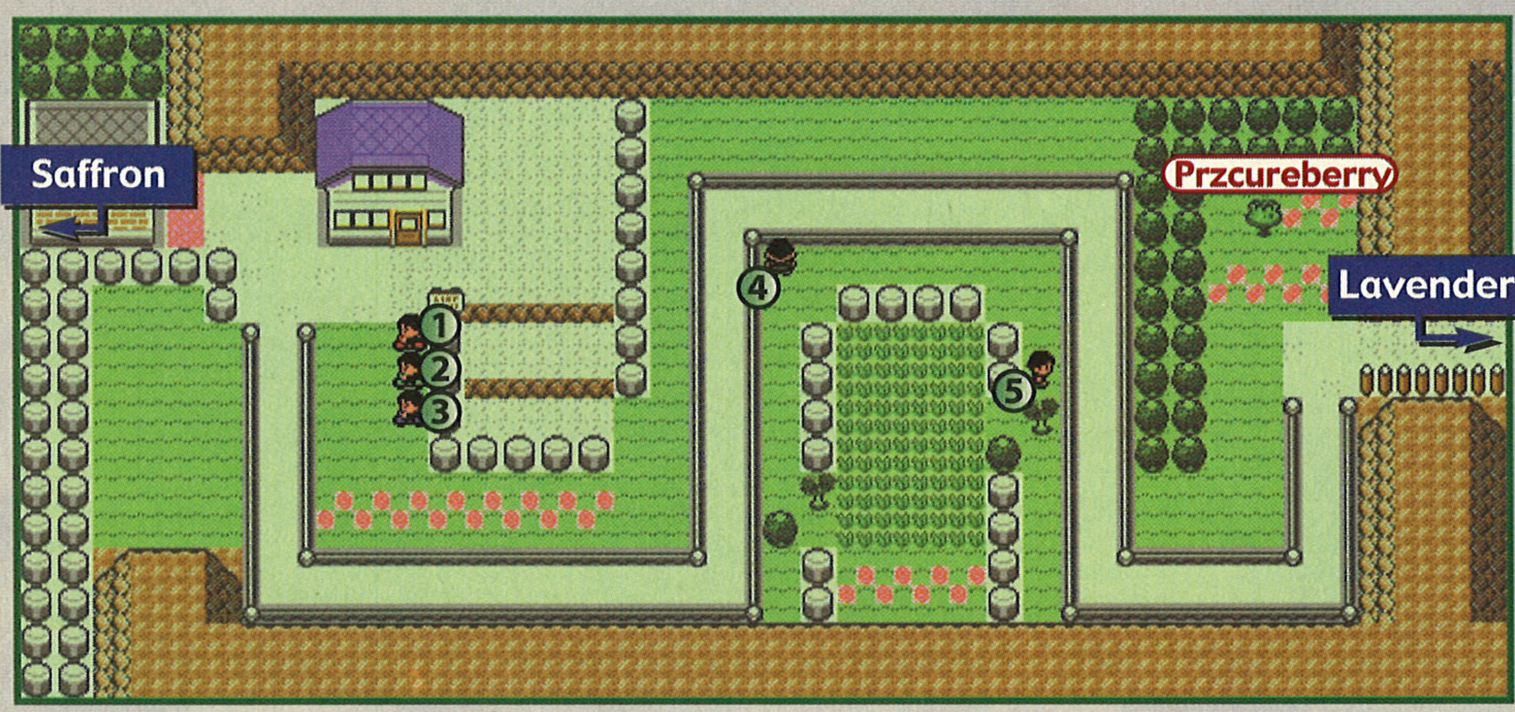
see p.174

Murkrow

As Dark Pokémon go, this one's pretty bad. It has thoroughly mediocre stats, a bad combination of types (there are just too many Flyers out there already), and really poor moves. Its most powerful attack is Faint Attack, the Dark version of Swift. Ouside of that, you have Peck, Nightshade, and not much else. But it can learn Fly.

see p.173

section
J-6 ROUTE 8



We'll take the long way to the Power Plant: Route 8 to Lavender, then into the Rock Tunnel. If you plan to hunt in Route 8, you'll need a Pokémon with Cut. This is the only place to catch wild Kadabra, which start with Kinesis, a move evolved Kadabra never learn.

Route 8 (Gold Version)	Morning	Day	Night
Pidgeotto	56%	56%	-
Abra	24%	24%	24%
Kadabra	8%	8%	8%
Growlithe	12%	12%	12%
Haunter	-	-	24%
Noctowl	-	-	32%

Route 8 (Silver Version)	Morning	Day	Night
Pidgeotto	44%	44%	-
Abra	16%	16%	16%
Kadabra	8%	8%	8%
Meowth	20%	20%	20%
Vulpix	12%	12%	8%
Haunter	-	-	24%
Noctowl	-	-	24%

1 Dwayne ₽960
- Koffing Level 27
- Koffing Level 29
- Koffing Level 28
- Koffing Level 30

2 Harris ₽1088
- Flareon Level 34

3 Zeke ₽1024
- Koffing Level 32
- Koffing Level 32

4 Sam ₽1088
- Grimer Level 34
- Muk Level 34

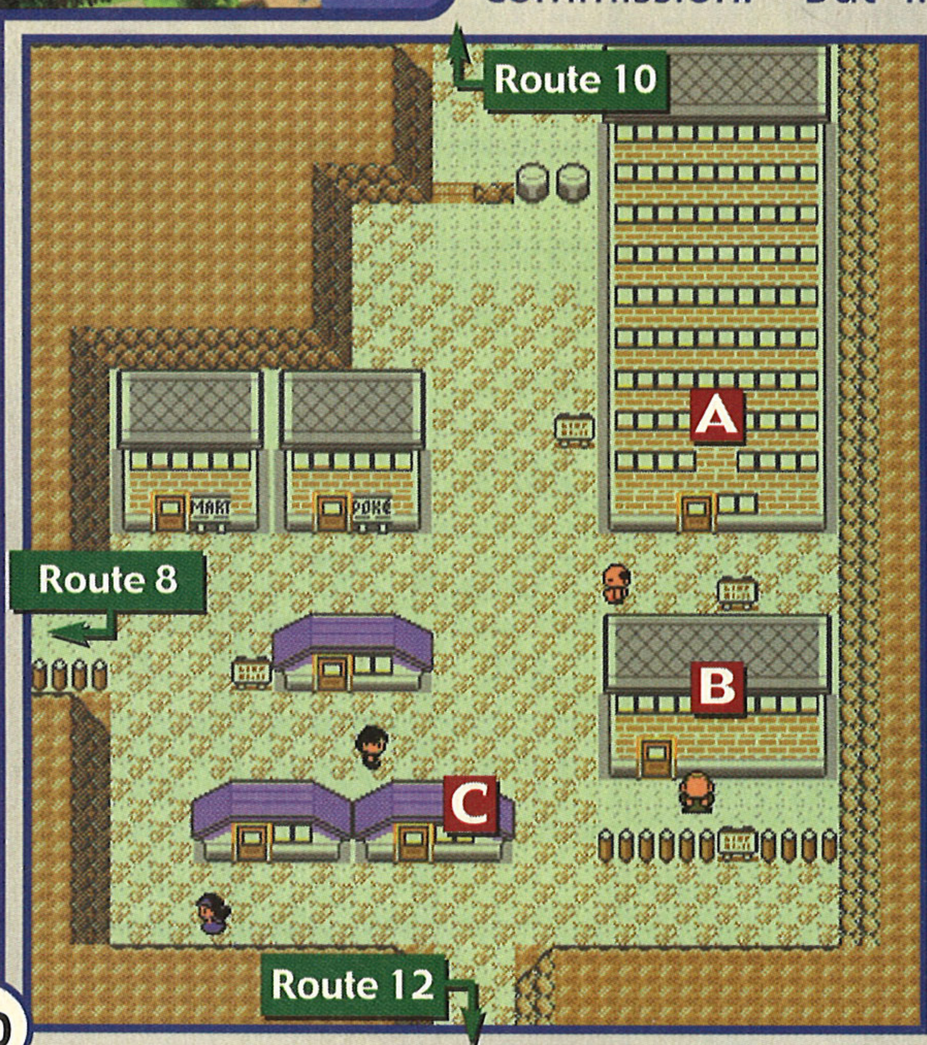
5 Tom ₽1029
- Magnemite Level 32
- Magnemite Level 32
- Magnemite Level 32

section
J-7 LAVENDER TOWN

A Kanto's Radio Tower is Out of Order

With the power down, the Radio Tower here is out of commission. But if you come back when the power's restored, they'll thank you with a new Radio Card that lets you listen to Kanto's radio programs.

Poké Mart	
GREAT BALL	600
POTION	300
SUPER POTION	700
MAX REPEL	700
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
BURN HEAL	250



B Mr. Fuji's New Project

So they turned a tower built for the purpose of honoring dead Pokémon into a radio tower? That's more than a little tacky, but I guess Lavender's economy needed a boost. You can visit your old friend Mr. Fuji at the newer, smaller mausoleum at point B.

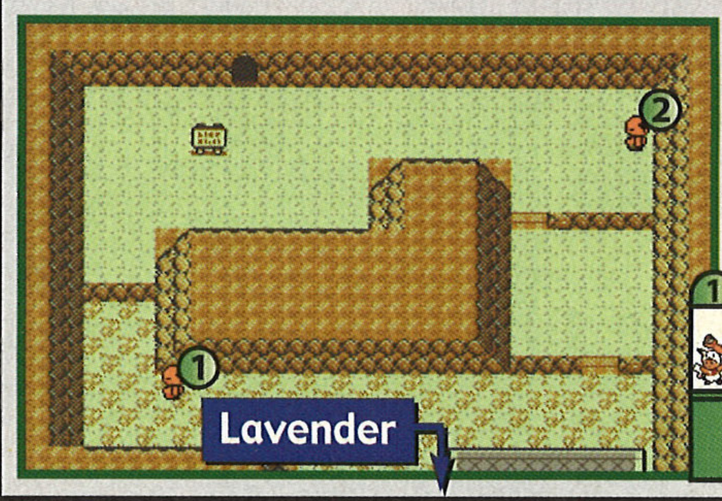
C Another Name Rater

If you need to rename your Pokémon, you can come here and save yourself a trip to Goldenrod. As always, you can't change the names of Pokémon you received in trades.

Rock Tunnel

section **J-8**

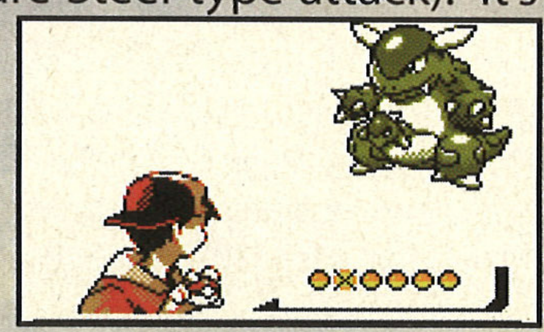
Take Route 10 to the Rock Tunnel

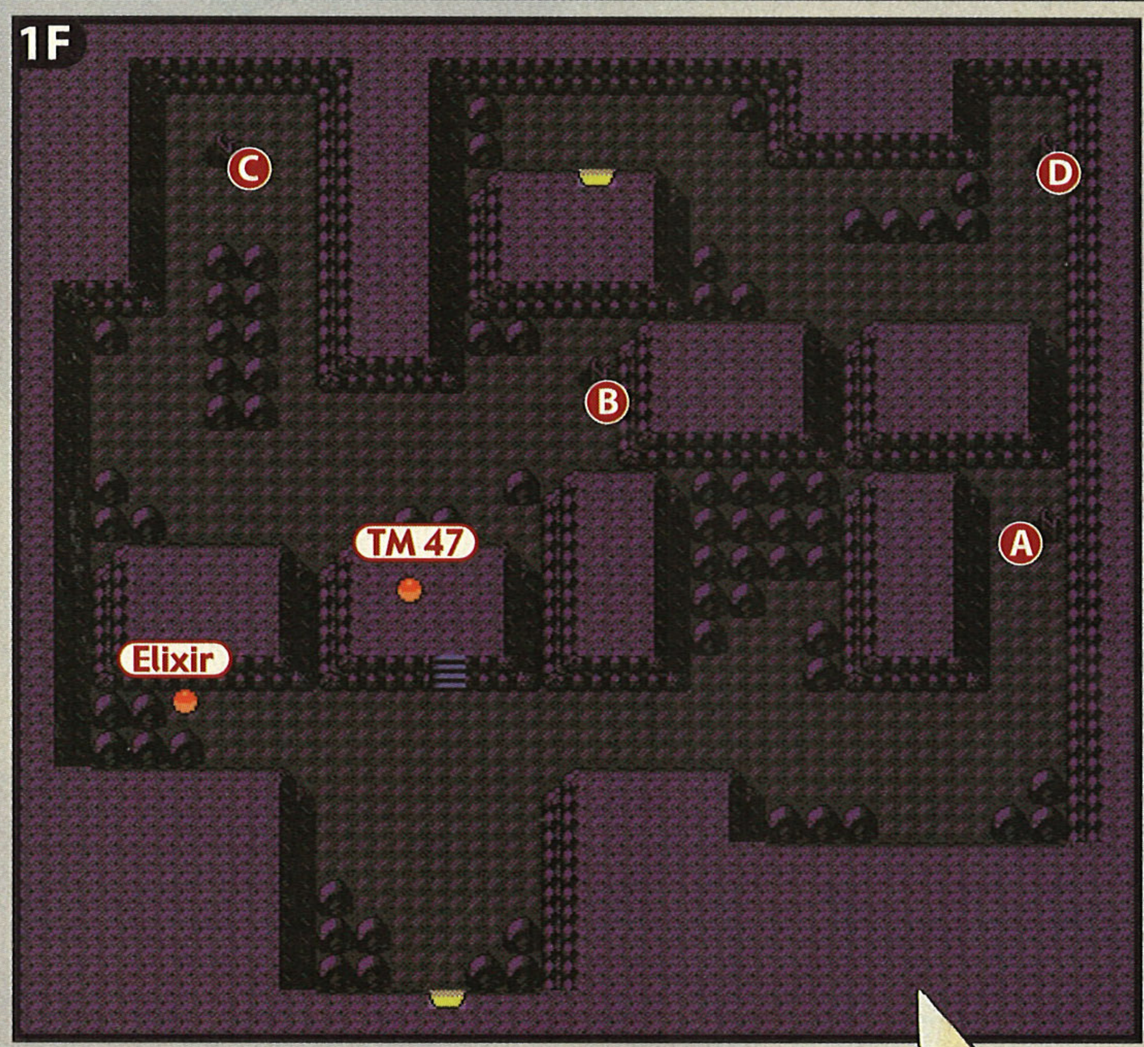


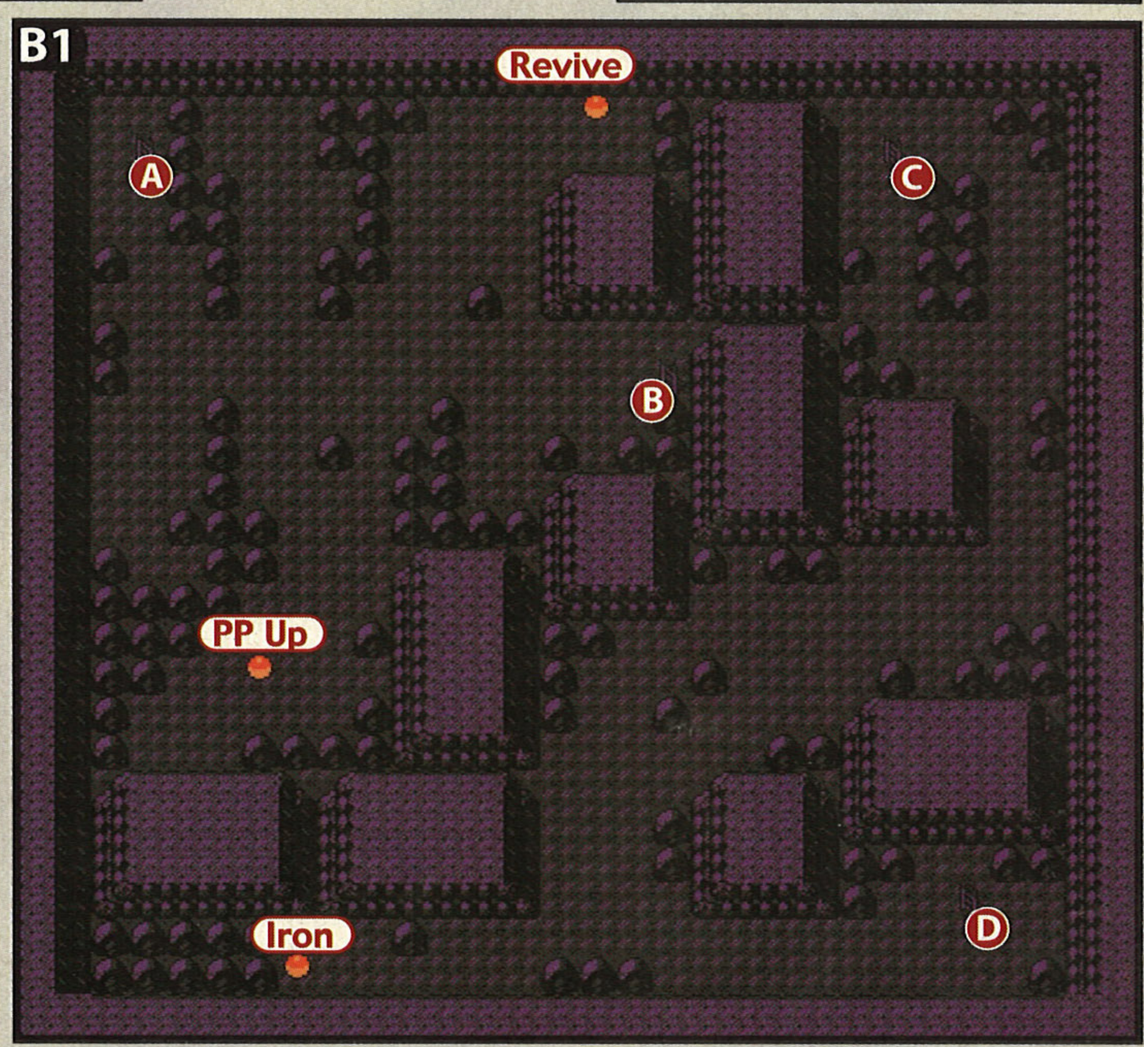
The Power Plant is right on the other side of this small tunnel, just north of Lavender.

1	2
Robert ₽2640	Jim ₽1120
Quagsire Level 33	Machamp Level 35

The Rock Tunnel is a simple dungeon with a few interesting items (like TM 47, which contains Steel Wing, a rare Steel-type attack). It's also the only place you'll find Cubone and Kangaskhan in Gold and Silver.



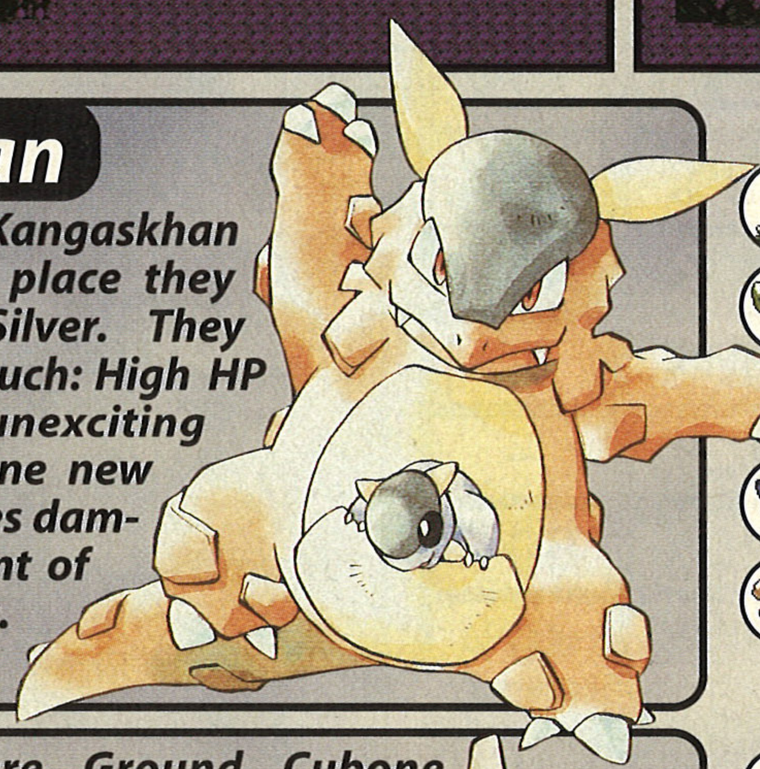




Kangaskhan

You won't see a lot of Kangaskhan here, but it's the only place they show up in Gold and Silver. They haven't changed too much: High HP and good stats, but unexciting moves. It does have one new one, Reversal, which does damage equal to the amount of HP Kangaskhan has lost.

see p.172

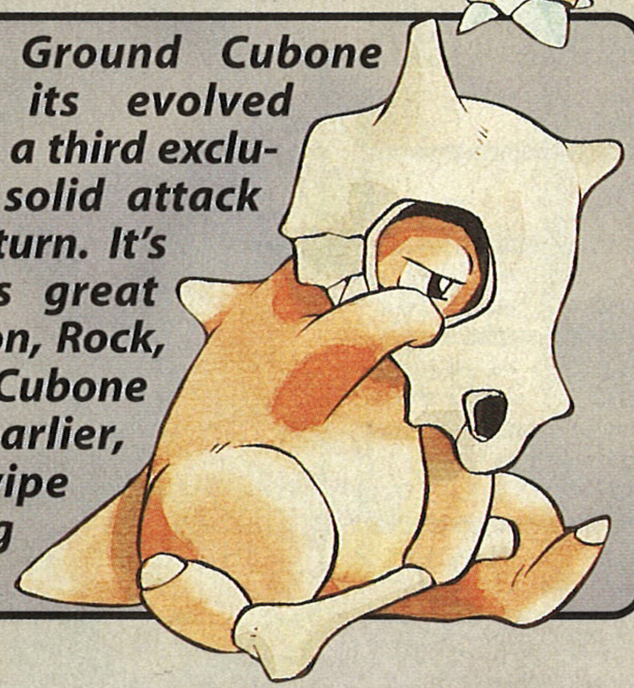


Tunnel 1F Both Versions	Morning	Day	Night
Geodude	24%	24%	24%
Machop	24%	24%	24%
Machoke	4%	4%	4%
Zubat	16%	16%	16%
Cubone	32%	32%	32%

Cubone

Pure Ground Cubone (and its evolved form, Marowak), now have a third exclusive move: Bone Rush, a solid attack that strikes 2-5 times each turn. It's Ground-type, too, so it's great against Fire, Electric, Poison, Rock, and even Steel Pokémon. Cubone also gets Bonemerang earlier, and can learn False Swipe (which is great for capturing wild Pokémon).

see p.172

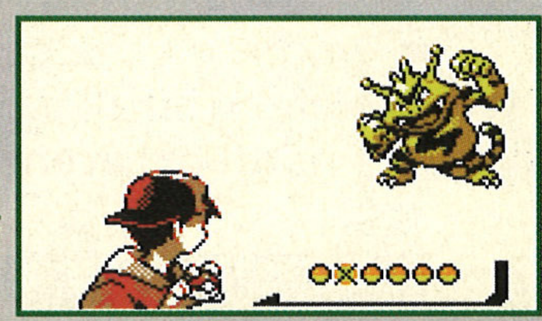


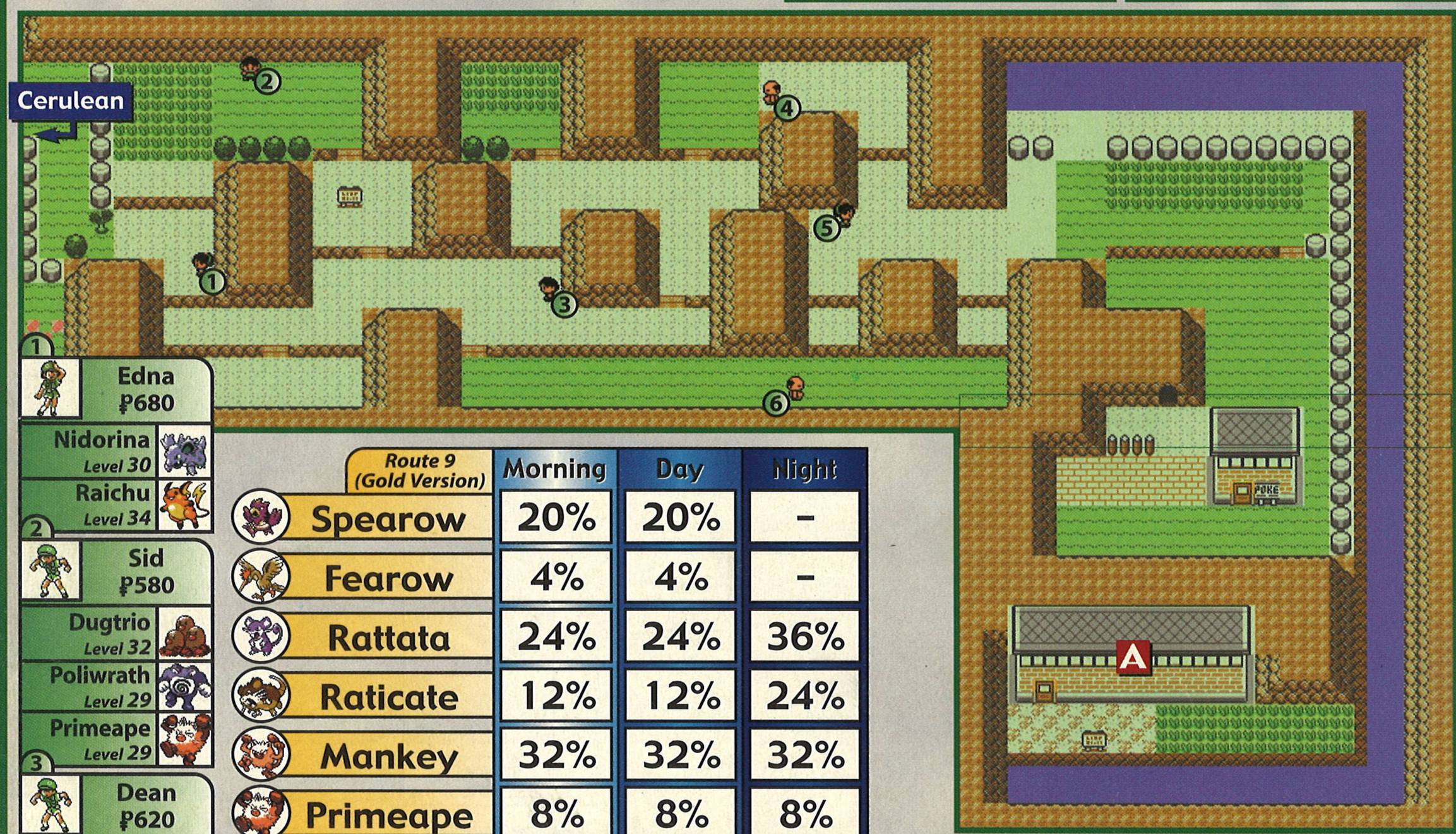
Tunnel B1 Both Versions	Morning	Day	Night
Geodude	20%	20%	20%
Onix	20%	20%	20%
Zubat	12%	12%	12%
Cubone	32%	32%	32%
Marowak	8%	8%	8%
Kangaskhan	8%	8%	8%

section
J-9 ROUTE 9+10

A The Machine Parts Have Been Stolen!

The power is out for all of Kanto 'cause some jerk swiped a part from the Power Plant. As you leave, a guard will give you a tip that a suspicious character has been spotted in Cerulean City, which is west through Route 9. But before you go to investigate, search the strip of grass outside of the Power Plant (that's Route 10) for an Electabuzz.





1 Edna ₽680
Nidorina Level 30
Raichu Level 34

2 Sid ₽580
Dugtrio Level 32
Poliwrath Level 29
Primeape Level 29

3 Dean ₽620
Golduck Level 33
Sandslash Level 31

4 Tim ₽992
Graveler Level 31
Graveler Level 31
Graveler Level 31

5 Heidi ₽640
Skiploom Level 32
Skiploom Level 32

6 Sidney ₽1024
Dugtrio Level 34
Onix Level 32

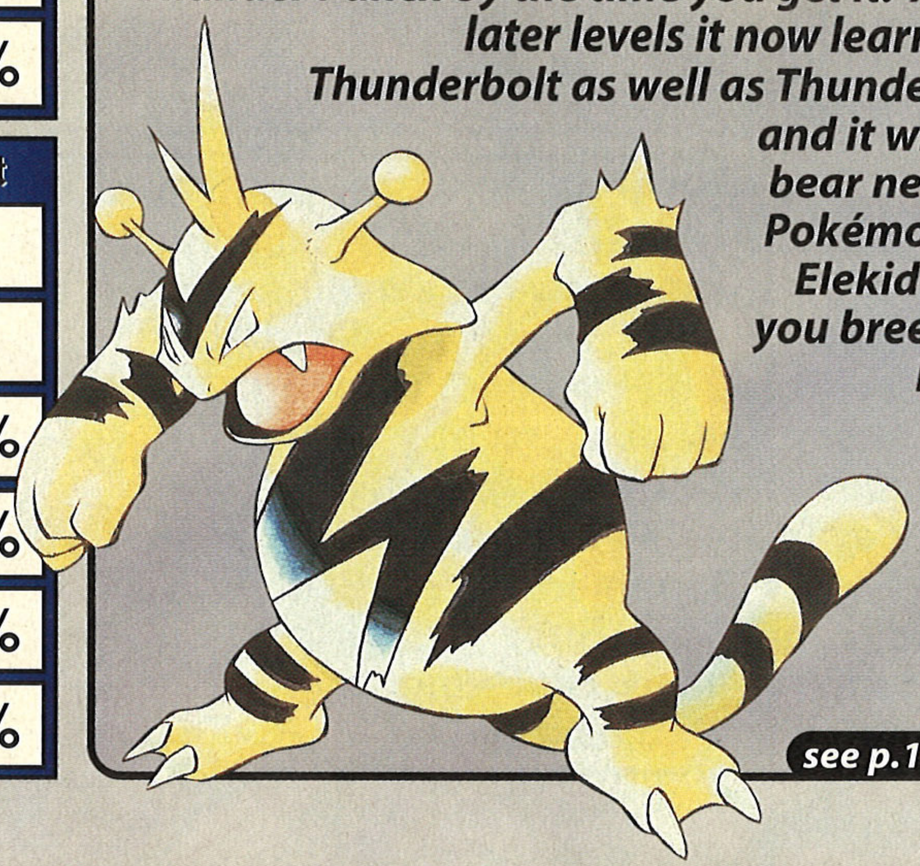
Route 9 (Gold Version)	Morning	Day	Night
Spearow	20%	20%	–
Fearow	4%	4%	–
Rattata	24%	24%	36%
Raticate	12%	12%	24%
Mankey	32%	32%	32%
Primeape	8%	8%	8%

Route 9 (Silver Version)	Morning	Day	Night
Spearow	40%	40%	–
Fearow	12%	12%	–
Rattata	28%	28%	60%
Raticate	20%	20%	40%

Route 10 Both Versions	Morning	Day	Night
Spearow	20%	24%	–
Fearow	8%	12%	–
Raticate	20%	24%	24%
Voltorb	28%	32%	28%
Electabuzz	8%	8%	16%
Quagsire	16%	–	32%

Electabuzz

Electric Pokémon are few and far between, so good ones like Electabuzz are always welcome. Its Speed and Special Attack scores are top class, and it should already know Thunder Punch by the time you get it. At later levels it now learns Thunderbolt as well as Thunder, and it will bear new Pokémon Elekid if you breed it!

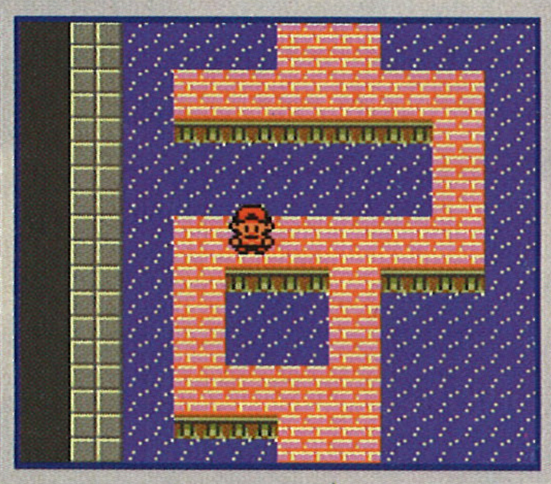


see p.143

CERULEAN CITY

section J-10

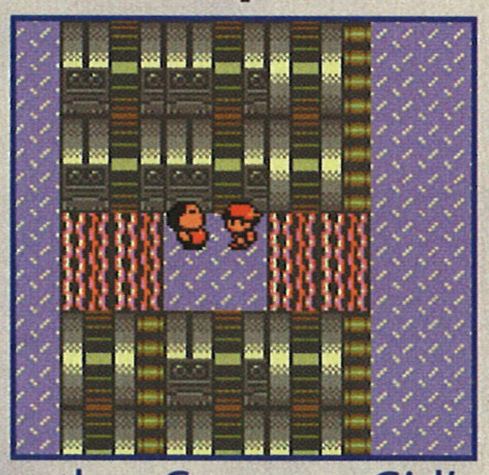
A Apprehend the Thief



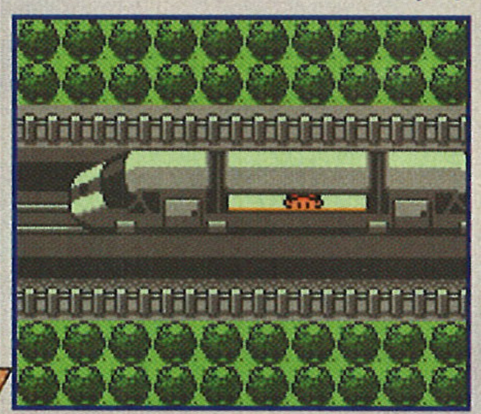
The thief is hiding from the law in the Gym, and he'll run for it when you come to visit. Fortunately, the man outside saw which way he ran: north towards Route 24. Catch him on the bridge, defeat his lone Pokémon, and he'll fess up. He stashed the Machine Part in the Gym, and you'll find it by searching in the spot shown to the left.

Rocket ₽1200
Golbat Level 30

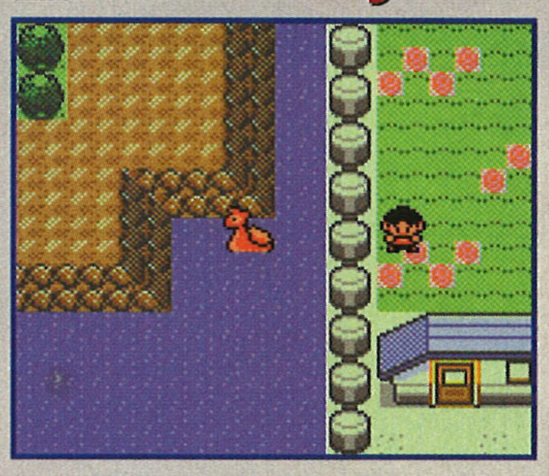
B Return the Stolen part



When you return the part to the Power Plant, you'll be rewarded with TM 07. And when that's all over, you'll be able to recover the Copycat Girl's Clefairy Doll, ride the train from Saffron to Goldenrod at any point, and pick up the Expn. Card in Lavender. You can use that card to wake up Snorlax, which we'll discuss on page 89.



C Something in the Water



This kid reported a ping from his Item Finder, but didn't follow it up. Head into the water and use your own: You'll find the Berserk Gene which, when held, raises the Pokémon's Attack, but also Confuses it.

D Find Misty and Her Mystery Date

Once you've returned the Machine Part, you can come back to Cerulean and hunt down Misty. She's shirking Gym duty... To go on a date? You'll need to fight your way through Route 24+25 (covered on the next page), but you'll find her and her mystery man at the end. When the guy dashes off, Misty will return to her post at the Gym.

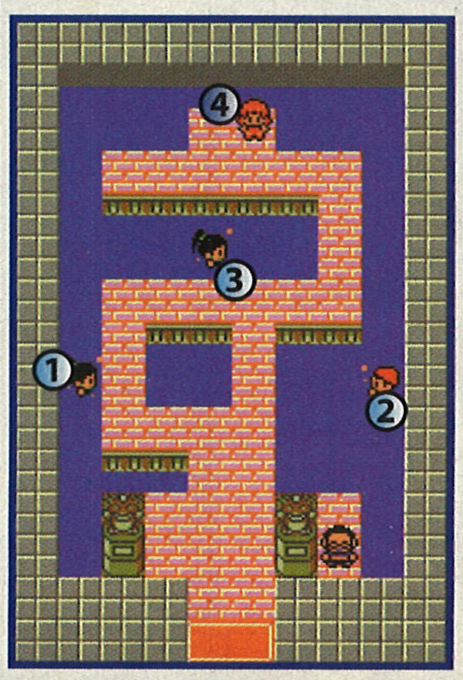
E Battle Misty for the Cascade Badge

You have plenty of ways to deal with Water Pokémon by now. You can fry 'em, Grass 'em, or better yet, both. You'll definitely want a Grass type (or a Flying type) to deal with Misty's pesky, Electric-resistant Quagsire. The Starmie can heal itself, so save a strong Pokémon to finish it off quickly.

1 Briana ₽700
Seaking Level 35
Seaking Level 35

2 Parker ₽280
Horsea Level 32
Seadra Level 35
Horsea Level 32

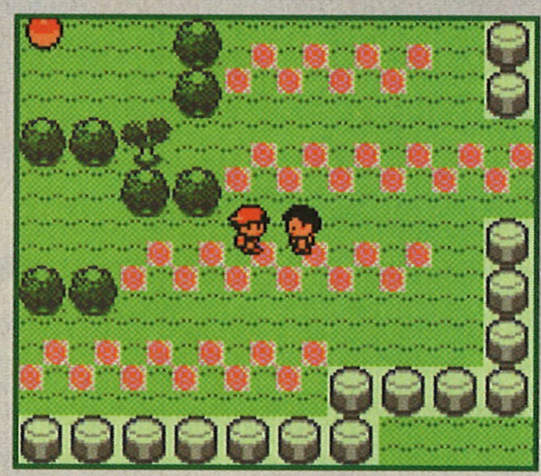
3 Diana ₽740
Golduck Level 37



4 Misty ₽4700
Golduck Level 42
Quagsire Level 42
Lapras Level 44
Starmie Level 47

section
J-11 Route 24+25

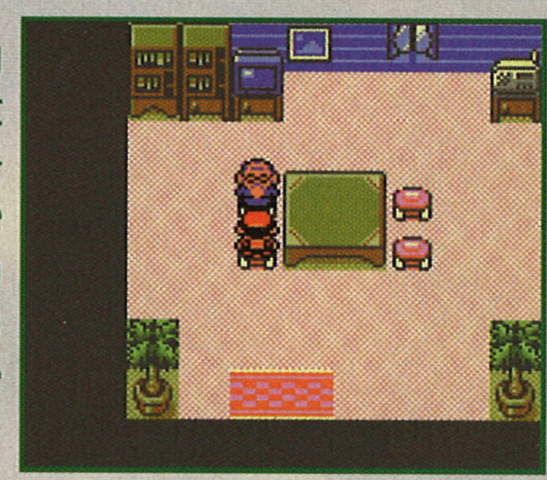
A More Battles

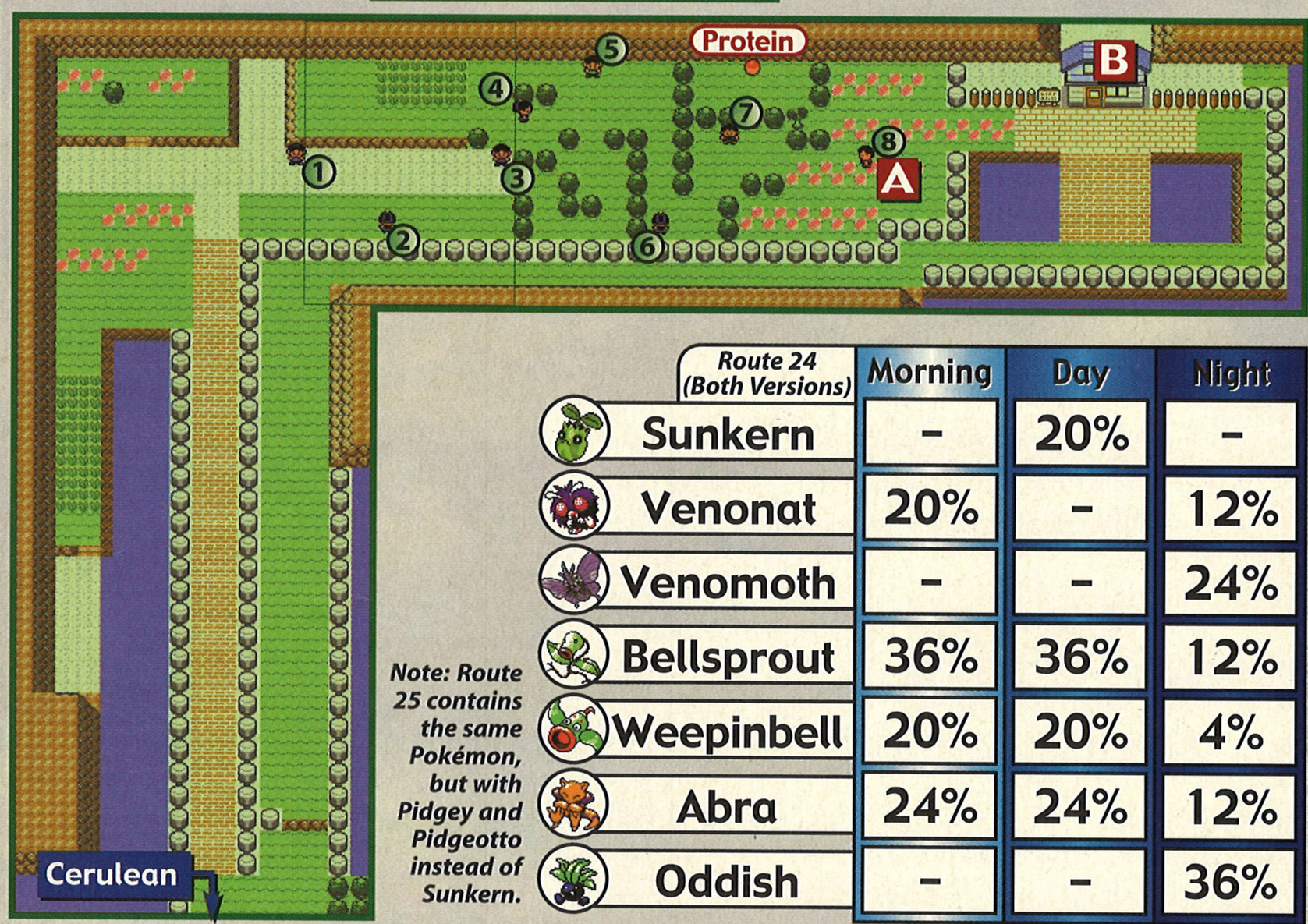


Defeat the first six trainers, and this guy will reward you with a Nugget–and one more fight. It's tough, so be ready.

B The Curious Old Man

The man who is house-sitting for Bill doesn't get out much, but he's been reading about Pokémon, and wants to see the one with the long tongue... Show him a Lickitung and he'll give you an Everstone. He'll have more requests afterward.





Route 24 (Both Versions)	Morning	Day	Night
Sunkern	-	20%	-
Venonat	20%	-	12%
Venomoth	-	-	24%
Bellsprout	36%	36%	12%
Weepinbell	20%	20%	4%
Abra	24%	24%	12%
Oddish	-	-	36%

Note: Route 25 contains the same Pokémon, but with Pidgey and Pidgeotto instead of Sunkern.

1 Dudley ₽1120
- Oddish Level 35

2 Ellen ₽816
- Wigglytuff Level 30
- Granbull Level 34

3 Joe ₽1056
- Tangela Level 33
- Vaporeon Level 33

4 Laura ₽744
- Gloom Level 28
- Bellossom Level 33
- Pidgeotto Level 31

5 Lloyd ₽680
- Nidoking Level 34

6 Shannon ₽768
- Paras Level 29
- Paras Level 29
- Parasect Level 32

7 Pat ₽1152
- Porygon Level 36

8 Kevin ₽1680
- Rhyhorn Level 38
- Charmeleon Level 35
- Wartortle Level 35

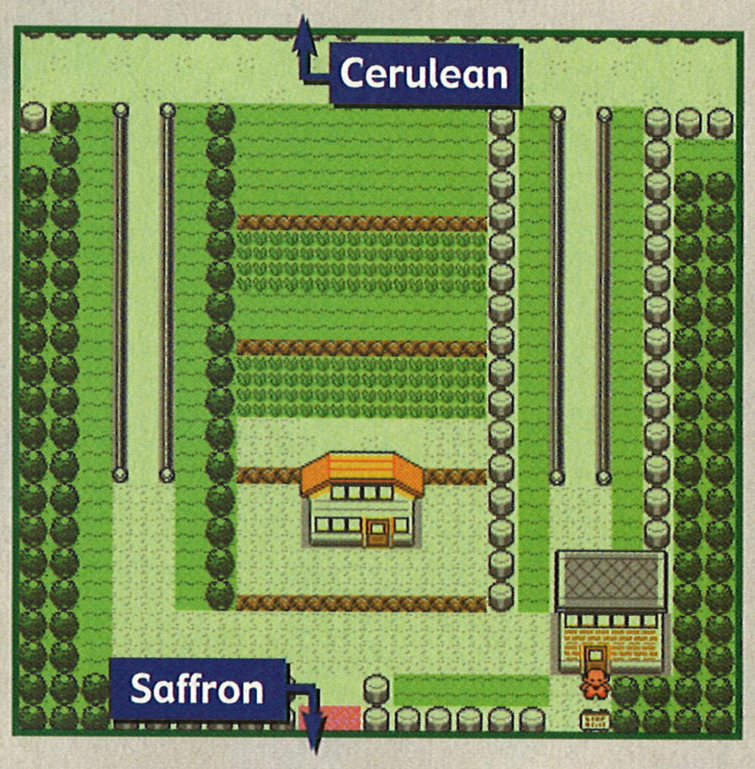
section
J-12 Route 5

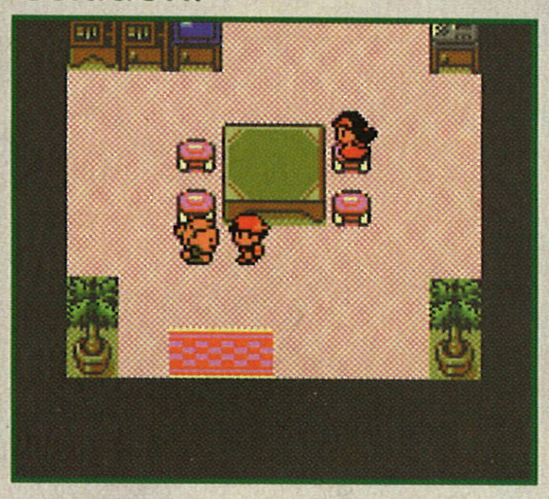
A Get the Old Woman's Cleanse Tag

You'll have to drop down from the top to get to this house. The old woman will give you a Cleanse Tag, which, when equipped, will reduce the number of wild Pokémon encounters you face. After Route 5, cut west through Saffron and Route 7 to get to Celadon.

Route 5 Both Versions	Morning	Day	Night
Pidgey	32%	32%	-
Bellsprout	24%	24%	16%
Abra	24%	24%	12%
Meowth*	20%	20%	12%
Oddish	-	-	40%
Gloom	-	-	20%

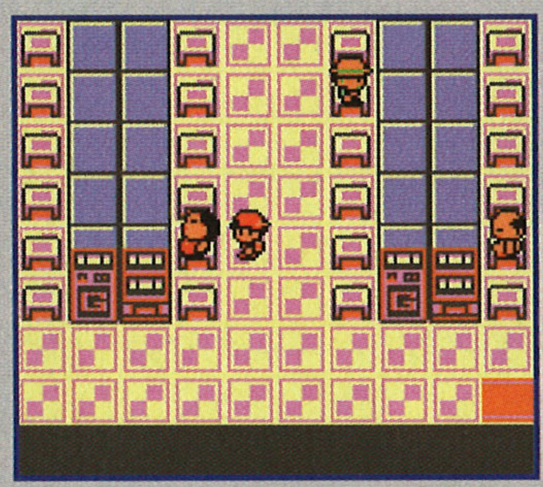
*Appears in Silver Version Only





CELADON CITY

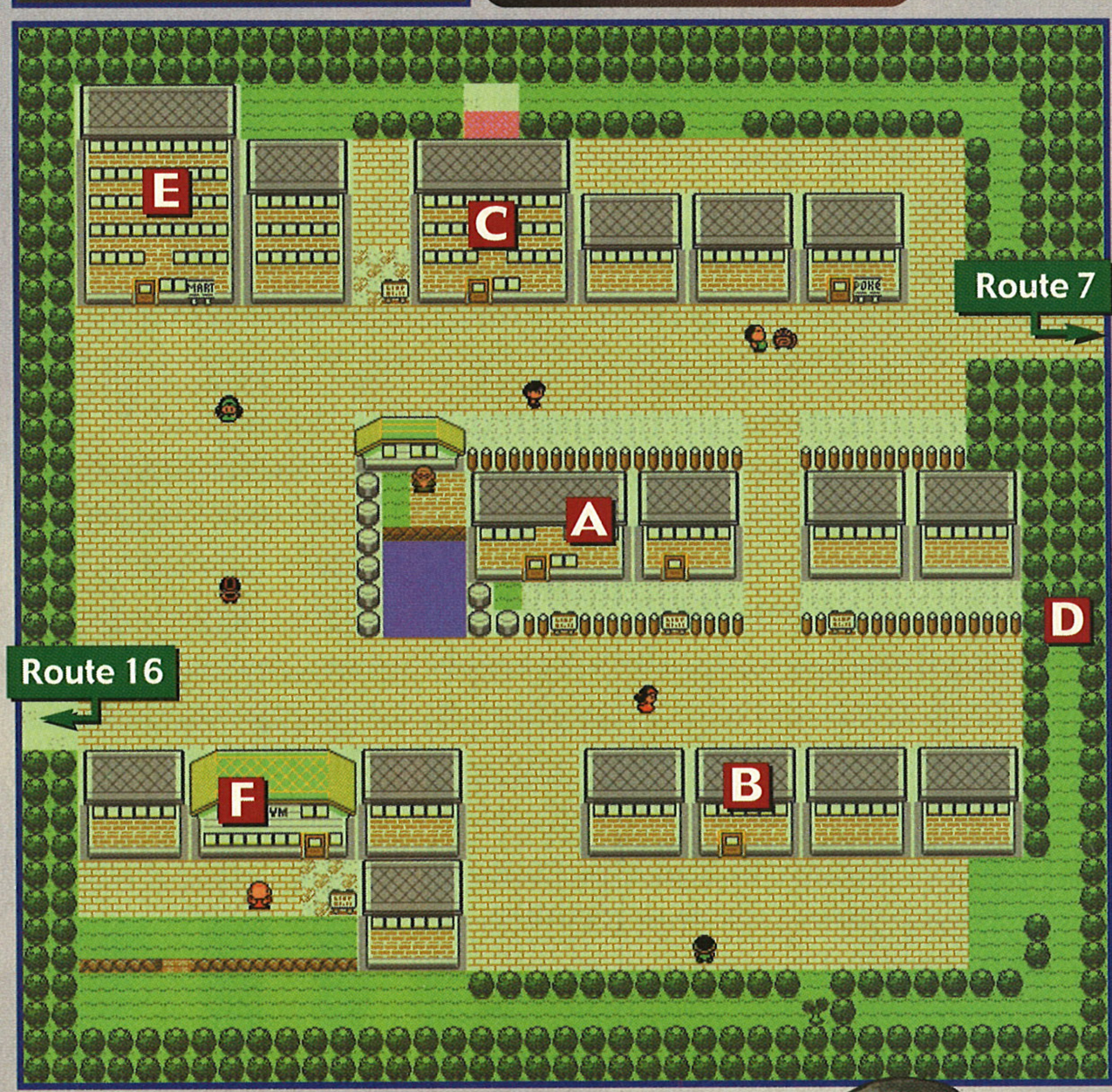
section J-13



A New Celadon Game Corner Prizes

Prizes (in coins)	
TM 32 (Double Team)	1500
TM 29 (Psychic)	3500
TM 15 (Hyper Beam)	7500
Mr. Mime	3333
Eevee	6666
Porygon	9999

The Celadon Game Corner is just like the one in Goldenrod (and your coins are good in either one), but has new prizes that include Porygon, Eevee (!!!), and TM 29.



B Eating Contest

You can't participate, but you can search the trash for Leftovers. Any Pokémon that equips this great item will recover a bit of HP every turn.

C A Scary Story

Sneak into the mansion through the back at night, and the guy on the top floor will tell you a scary story–and give you TM 03 (Curse).

D Hidden Item

You can get a precious PP Up by searching in this fairly conspicuous spot. They're not available in any store, so don't miss it.

E The Celadon Dept. Store

Nothing too exciting, but lots of it.

Dept. Store 2F	
POKé BALL	200
GREAT BALL	600
ULTRA BALL	1200
ESCAPE ROPE	550
FULL HEAL	600
ANTIDOTE	100
BURN HEAL	250
ICE HEAL	250
AWAKENING	250
PARLYZ HEAL	200

Dept. Store 2F	
POTION	300
SUPER POTION	700
HYPER POTION	1200
MAX POTION	2500
REVIVE	1500
SUPER REPEL	500
MAX REPEL	700

Dept. Store 3F	
TM 10 (Hidden Power)	3000
TM 11 (Sunny Day)	2000
TM 17 (Protect)	3000
TM 18 (Rain Dance)	2000
TM 37 (Sandstorm)	2000

Dept. Store 4F	
POKé DOLL	1000
LOVELY MAIL	50
SURF MAIL	50

Dept. Store 5F	
X ACCURACY	950
GUARD SPEC	700
DIRE HIT	650
X ATTACK	500
X DEFEND	550
X SPEED	350
X SPECIAL	350

Dept. Store 5F	
HP UP	9800
PROTEIN	9800
IRON	9800
CARBOS	9800
CALCIUM	9800

Dept. Store 6F	
FRESH WATER	200
SODA POP	300
LEMONADE	350

F Battle Erika for the Rainbow Badge

Grass is pretty easy to beat. Just come in with some strong Fire Pokémon and you shouldn't have any problems here. Good second choices include Ice, and Psychic (since a lot of these are also Poison-type). Erika is the first of the Kanto trainers to toss in a bonus: It's TM 19, Giga Drain, probably the best new Grass attack in Gold and Silver.

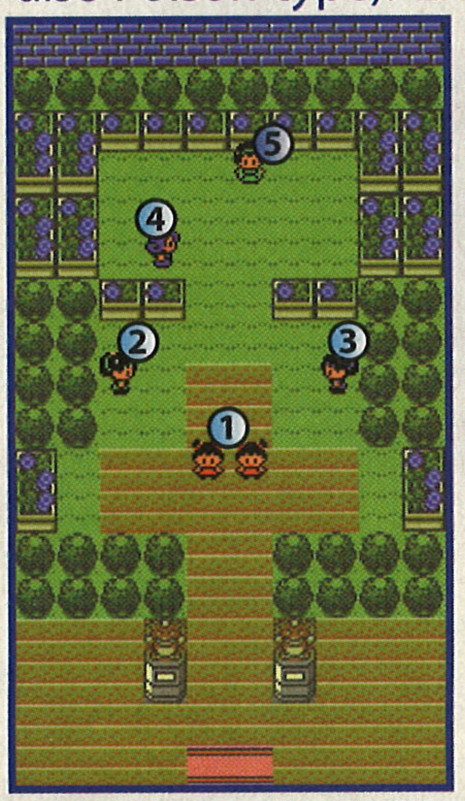
1 Jo+Zoe ₽700	
Victreebell	Level 35
Vileplume	Level 35

2 Tanya ₽740	
Exeggutor	Level 37

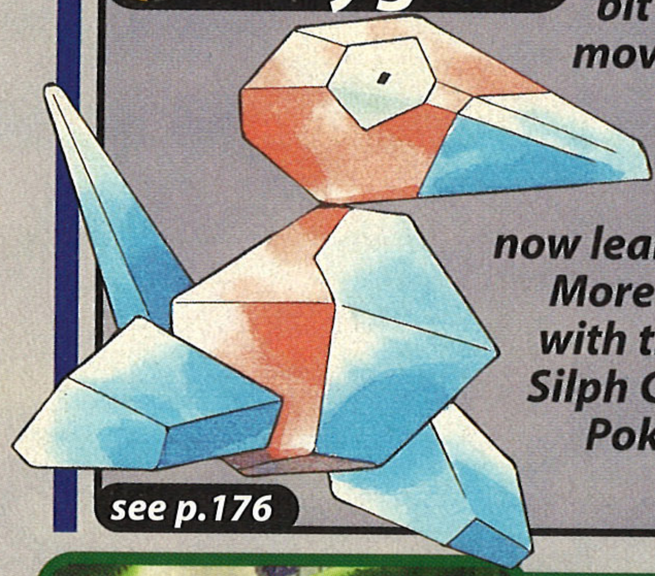
3 Michelle ₽816	
Skiploom	Level 32
Hoppip	Level 33
Jumpluff	Level 35

4 Julia ₽3080	
Paras	Level 32
Parasect	Level 35
Exeggcute	Level 32

5 Erika ₽4600	
Tangela	Level 42
Bellossom	Level 46
Jumpluff	Level 41
Victreebell	Level 46



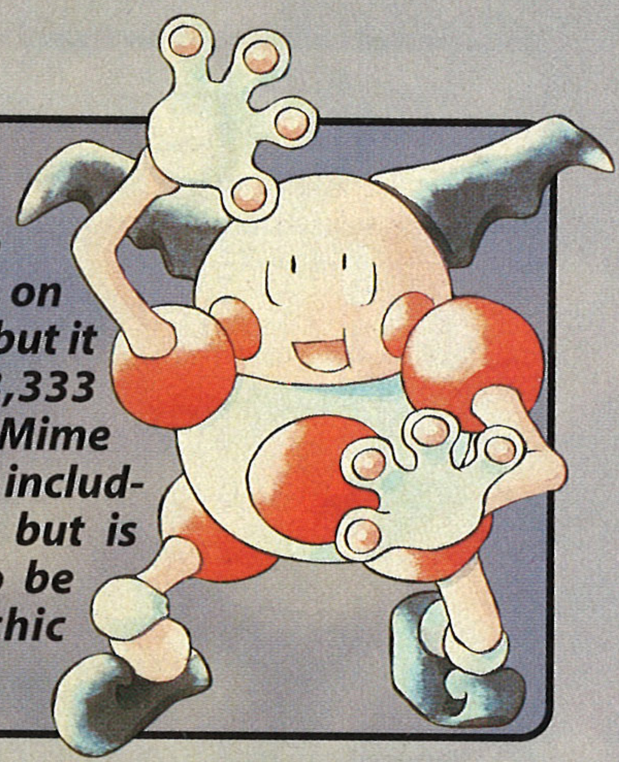
Porygon



Porygon has been tweaked a bit for the better. It has a new move that turns it into whatever type your opponent will have the hardest time dealing with, and it can now learn Recover and Zap Attack. More importantly, if you trade it with the Up-grade you got at the Silph Co., it will evolve into a new Pokémon which gets the same moves but far better stats.

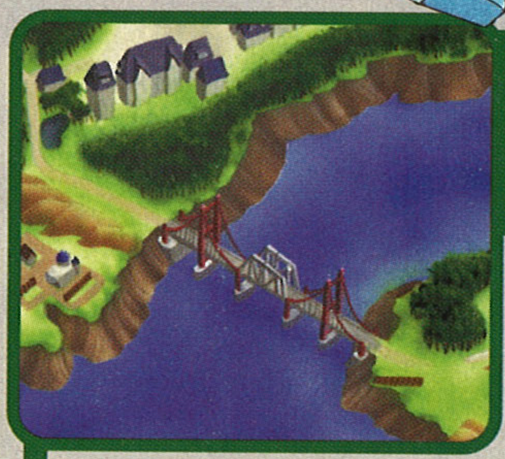
see p.176

Mr. Mime



You'll actually be able to catch a wild Mr. Mime later, on Route 28. It won't be easy, but it sure beats racking up 3,333 coins. The Gold/Silver Mr. Mime has a bunch of new moves, including Psybeam and Encore, but is still a bit too defensive to be one of the better Psychic Pokémon.

see p.155

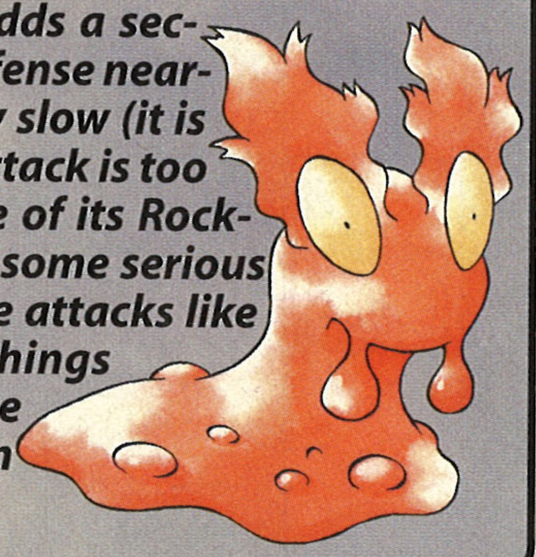


section

J-15 ROUTE 16-18

You'll have to use your bike on this steep road, and you'll whiz through it in a heartbeat if you don't stop to smell the flowers (and catch some rare Pokémon). Other than the hunting opportunities and a few junior trainers, there is nothing of interest in these three small areas.

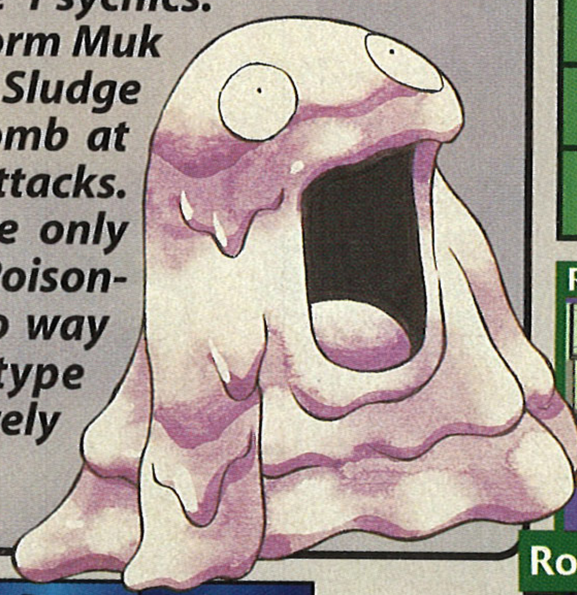
Slugma



When Fire Slug Slugma evolves into Fire Snail Magcargo at level 38, it adds a second type (Rock) and its Defense nearly triples. It's still painfully slow (it is a Snail, after all), and its Attack is too low to take full advantage of its Rock-type attacks, but it can do some serious damage with powerful Fire attacks like Flamethrower. But all things considered, it's one of the weaker Fire Pokémon in the game.

see p.174

Grimer



Pure Poison is actually a pretty nice type, since all you really need to worry about are Psychics. And Grimer and evolved form Muk certainly have the goods: Sludge at level 16 and Sludge Bomb at level 50 are pretty good attacks. But Grimer and Muk have only so-so stats, and with only Poison-type attacks, they have no way to deal with Steel-type Pokémon who are completely immune to Poison.

see p.141

1 Riley ₽1088
- Weezing Level 34

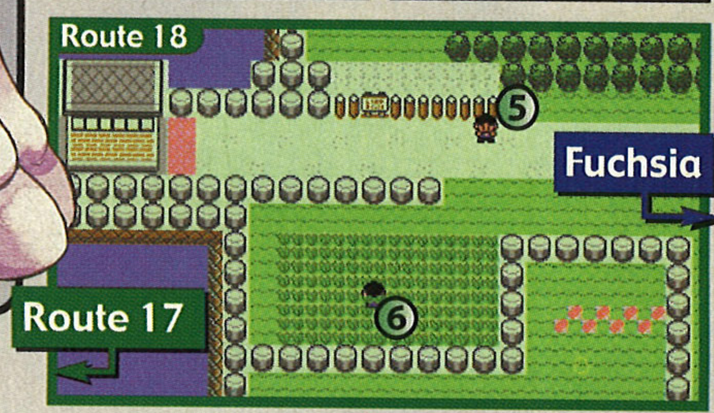
2 Joel ₽1024
- Magmar Level 32
- Magmar Level 32

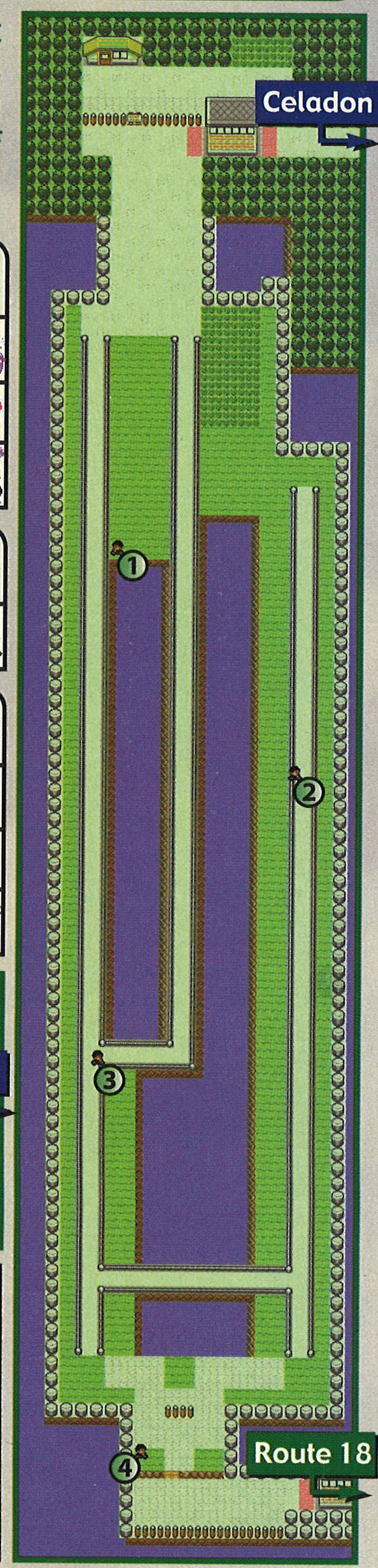
3 Glenn ₽1024
- Koffing Level 28
- Magmar Level 30
- Weezing Level 32

4 Charles ₽960
- Koffing Level 30
- Charmeleon Level 30
- Weezing Level 30

5 Bob ₽816
- Noctowl Level 34

6 Boris ₽768
- Doduo Level 28
- Doduo Level 30
- Dodrio Level 32





Route 16 Both Versions	Morning	Day	Night
Fearow	50%	-	-
Grimer	30%	80%	60%
Muk	10%	10%	20%
Slugma	10%	10%	10%
Murkrow	-	-	10%

Route 17+18 Both Versions	Morning	Day	Night
Fearow	50%	-	-
Grimer	30%	80%	70%
Muk	10%	10%	20%
Slugma	10%	10%	10%

FUCHSIA CITY

section J-16

A The Safari Zone is Closed

You know it's closed when they have the door removed! Alas, without that, there isn't much to do in Fuchsia.

Poké Mart	
GREAT BALL	600
ULTRA BALL	1200
SUPER POTION	700
HYPER POTION	1200
FULL HEAL	600
MAX REPEL	700
FLOWER MAIL	50

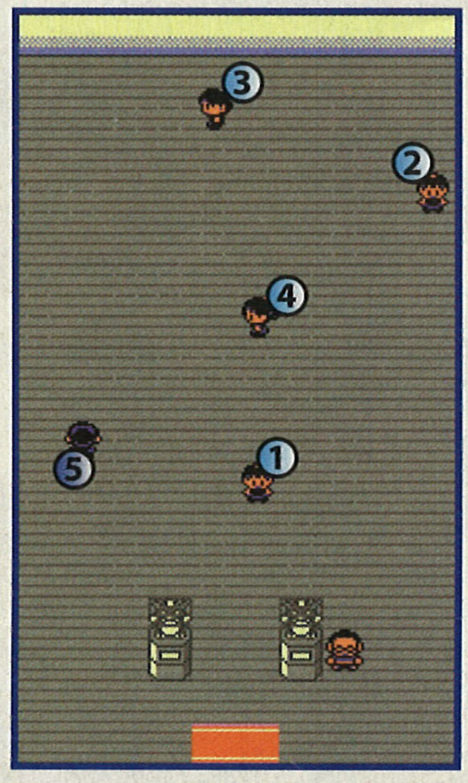
B No Passage to Cinnabar

A number of fallen boulders have blocked the exit south of here, which leads to Cinnabar Island via Route 19. The blockade will be removed if you come back here from that direction, but for now, the only way to get to Kanto's west side is Diglett's Cave.

Fuchsia City Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	100%	90%	80%
Gyarados	-	10%	20%

C Battle Janine for the Soul Badge

Now that Koga has been promoted to the Indigo Plateau, who's minding the Fuchsia Gym? His daughter Janine, apparently, and a handful of impersonators. The invisible (sorta) walls are still there, but you shouldn't have much trouble feeling your way through and beating the trainers on the way. These are mostly Poison Pokémon, so your Psychics will be the most useful. But since most of them are half-Grass or half-Bug, Fire is almost as good.



1 **Linda** ₽816
- Bulbasaur Level 30
- Ivysaur Level 32
- Venusaur Level 34

2 **Cindy** ₽720
- Nidoqueen Level 36

3 **Barry** ₽720
- Nidoking Level 36

4 **Alice** ₽720
- Gloom Level 30
- Arbok Level 34
- Gloom Level 30

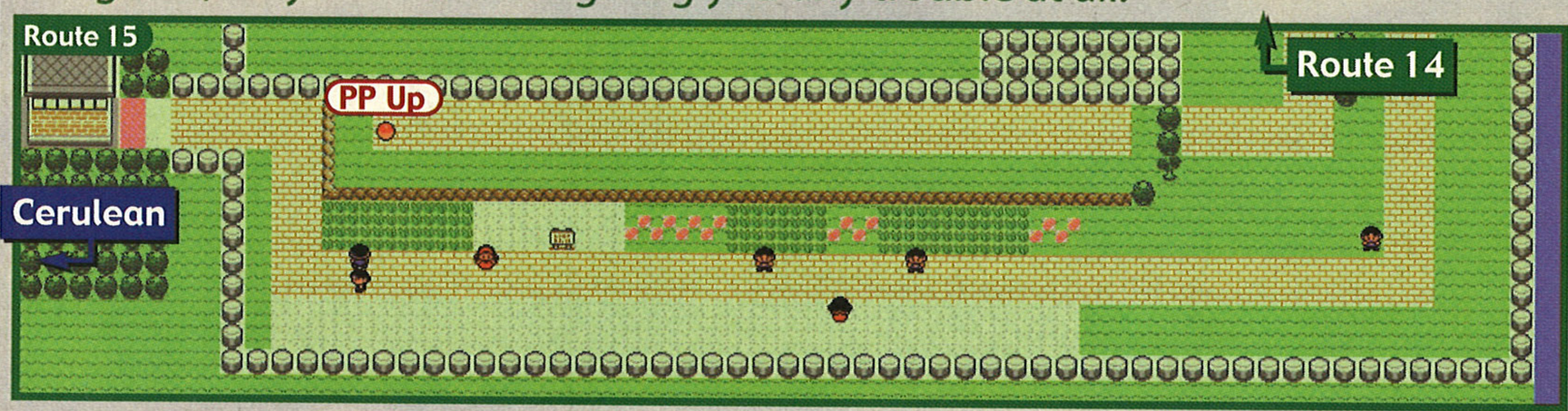
5 **Janine** ₽3900
- Crobat Level 36
- Weezing Level 36
- Weezing Level 36
- Ariados Level 33
- Venomoth Level 39

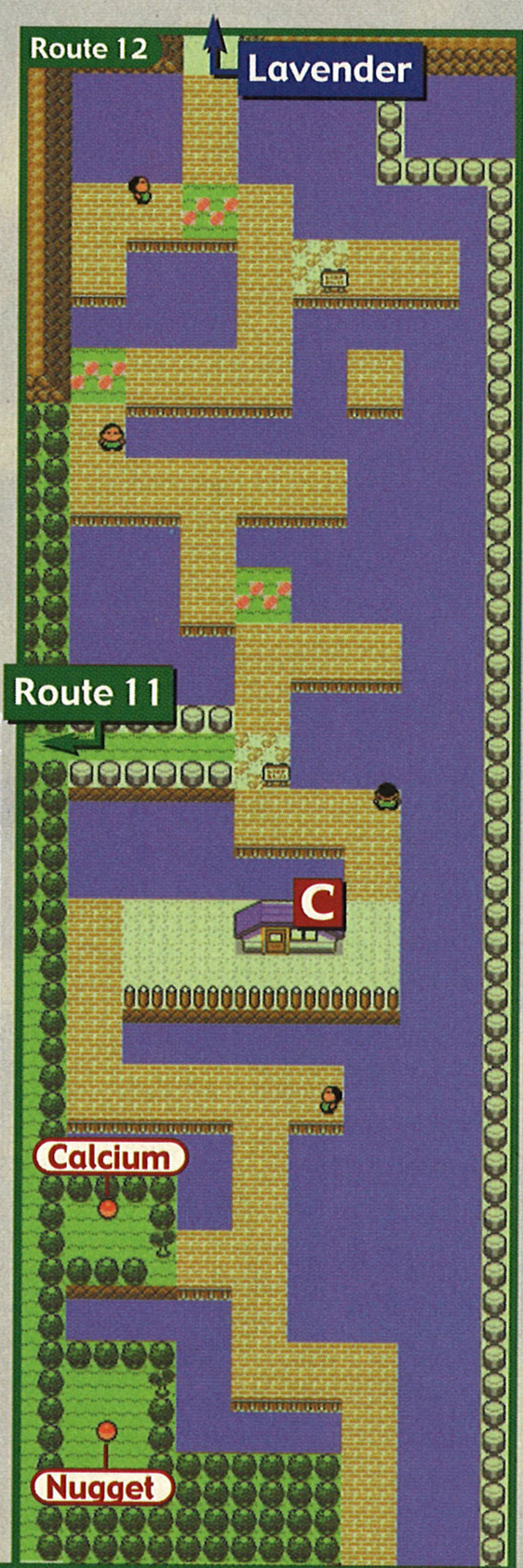
section

J-17 Route 12-15

Catch a Chansey on the Way Back to Vermilion

Once again, we'll take the long way back, and once again it's worth it. Routes 13-15 are the only places in the game you can catch a Chansey (see next page), and it's also where you'll finally get the Super Rod and some other neat things. There are a bunch of Trainers here, and we don't have space to list them. But at this point in the game, they shouldn't be giving you any trouble at all.





A Trade for Aerodactyl

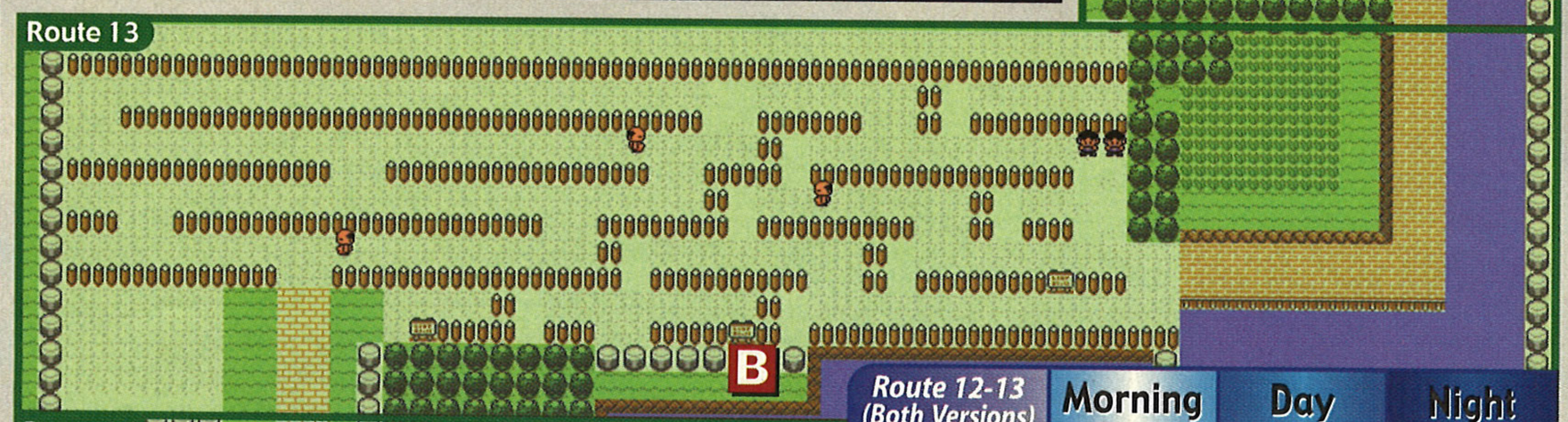
It's hard enough to catch one Chansey, but you may want to try for a pair. Trade the extra one to the girl who's searching the same grass patch for an Aerodactyl. It's the only way you'll get one in Gold and Silver.

Route 13-15 Both Versions	Morning	Day	Night
Pidgeotto	20%	20%	-
Hoppip	28%	28%	-
Skiploom*	8%	8%	-
Nidorina	12%	20%	20%
Nidorino	12%	20%	20%
Chansey	4%	4%	4%
Noctowl	-	-	20%
Quagsire	16%	-	36%

*Appears on Route 14 Only

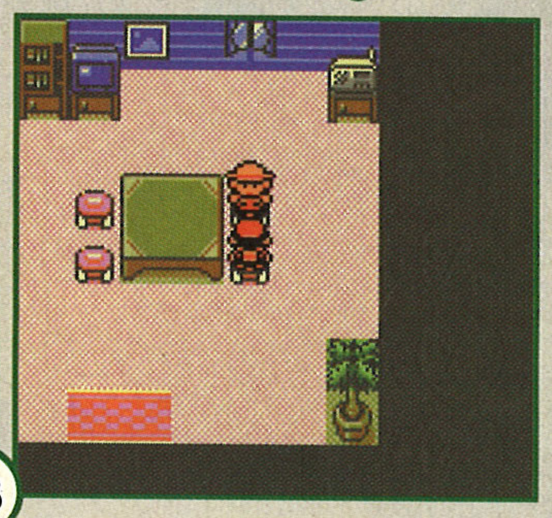
B Follow the Signs

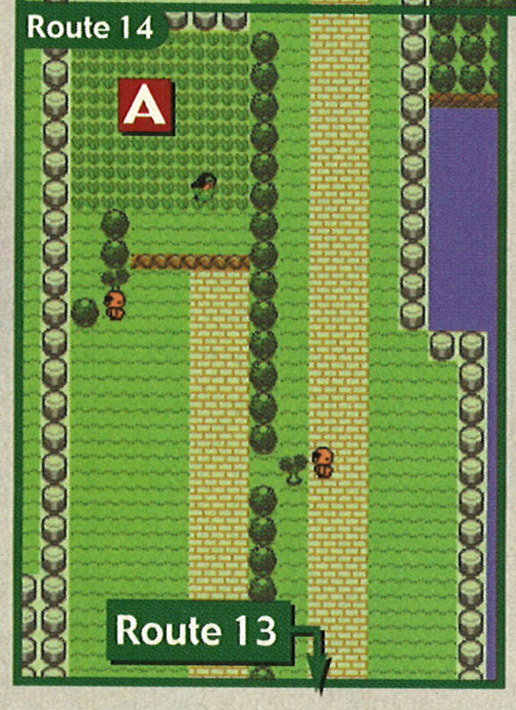
Follow the instructions on this sign, and it will lead you to the spot shown below, where you can search for a hidden Calcium.



C The Super Rod

Say yes to this man's question, and he'll give you the Super Rod, the best rod in the game!

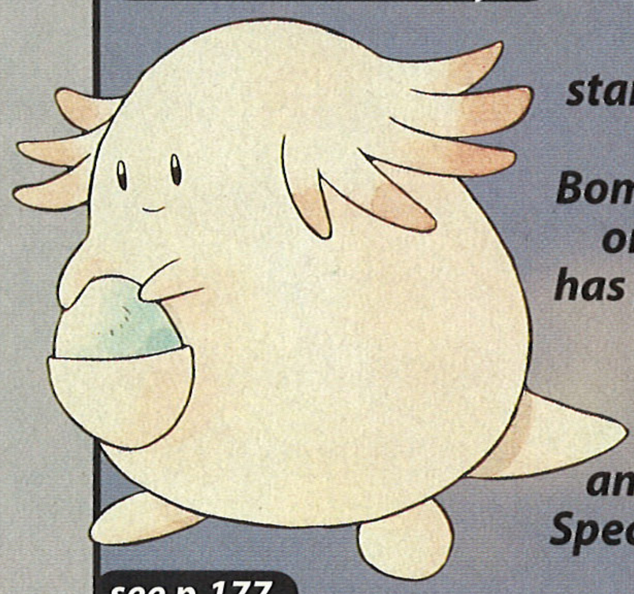




Route 12-13 (Both Versions)	Morning	Day	Night
Tentacool	48%	48%	32%
Tentacruel	20%	20%	30%
Quagsire	32%	32%	48%

Route 12-13 Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	60%	40%	30%
Tentacool	40%	60%	50%
Qwilfish	-	-	20%

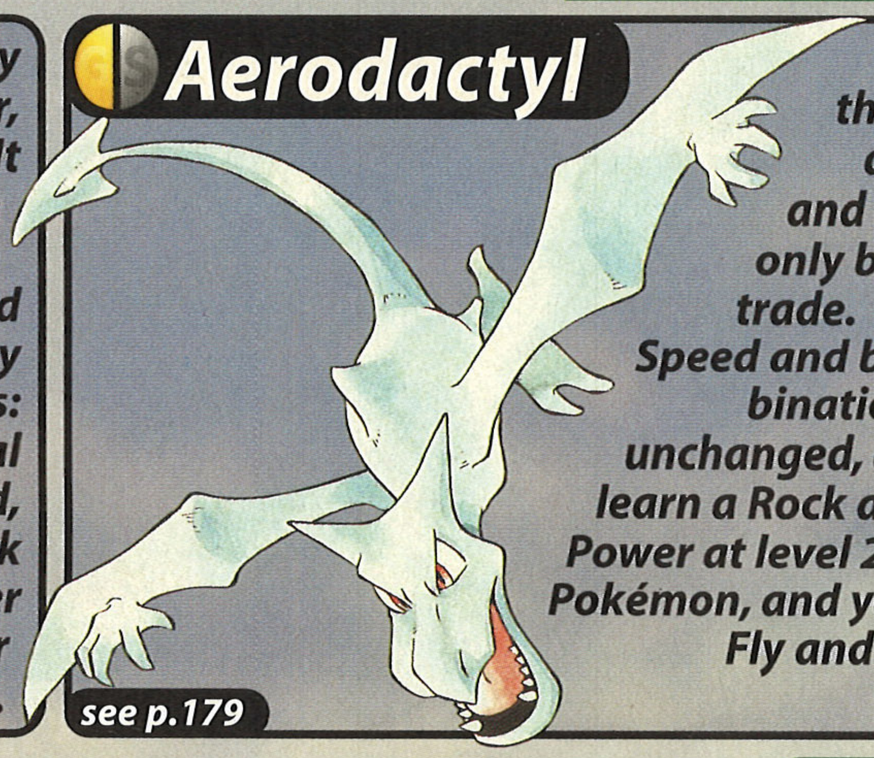
Chansey



The ever-adorable Chansey is just as rare in Gold/Silver, but now it's even better. It starts with Softboiled and can learn new attacks like Egg Bomb. It can also evolve, based on mood, into Blissey. Blissey has pretty much the same stats: a ton of HP, high Special Defense, moderate Speed, and zip in the way of Attack and Defense, but with a better Special Attack. It's still a healer first and foremost, though.

see p.177

Aerodactyl



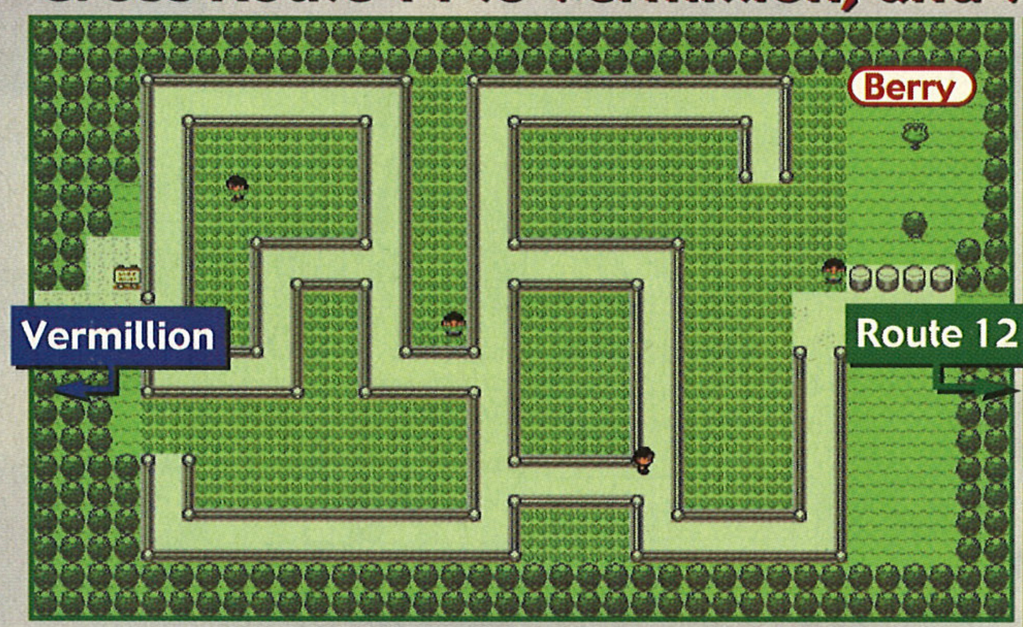
Aerodactyl is the only fossil to appear in Gold and Silver, and can only be received in a trade. Its astounding Speed and beneficial combination of types are unchanged, and now it can learn a Rock attack (Ancient Power at level 29). It's a great Pokémon, and you can teach it Fly and travel in style.

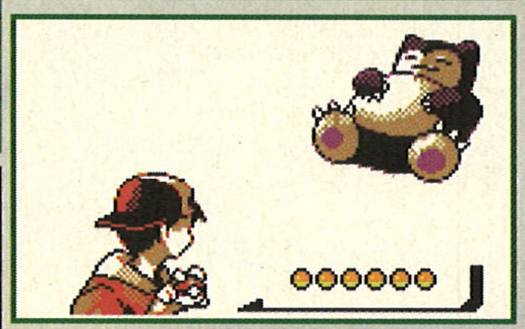
see p.179

ROUTE 11

section J-18

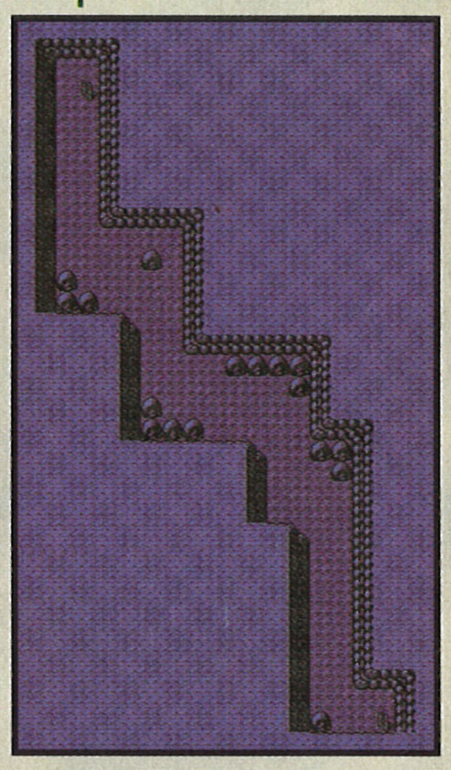
Cross Route 11 to Vermillion, and Wake Snorlax





Heal up in Lavender if you need to, then head west through Route 11, the last unexplored stretch of East Kanto. Outside of a few easy trainers, there's nothing here. But at the end of the road (in Vermilion), you'll find that sleeping Snorlax.

Tune your radio to the Pokémon Flute station, then press the "A" button while you're standing next to Snorlax to wake it up. It's at level 50, and it constantly gains health back through equipped Leftovers (they're yours if you catch it). Be careful not to K.O. it or it's gone for good! Whittle down its health and use Heavy Balls if you have 'em. When Snorlax is out of your way, you'll be able to enter Diglett's Cave, the only route to West Kanto.

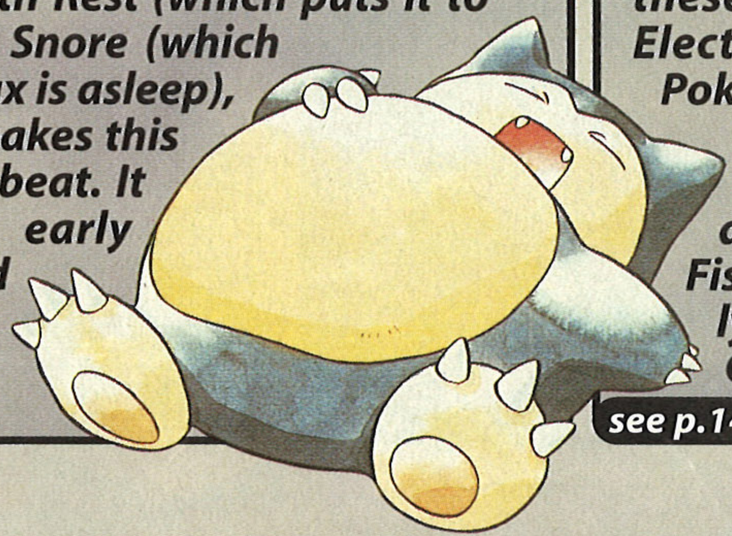


Route 11 Both Versions	Morning	Day	Night
Rattata	24%	24%	24%
Magnemite	20%	20%	20%
Drowzee	44%	44%	44%
Hypno	12%	12%	12%

Diglett's Cave Both Versions	Morning	Day	Night
Diglett	88%	88%	88%
Dugtrio	12%	12%	12%

Snorlax

There's only one Snorlax in the game, and at level 50, it's only a few levels away from learning Hyper Beam, its best attack. Snorlax comes with Rest (which puts it to Sleep to refill its HP) and Snore (which does damage while Snorlax is asleep), a neat little combo that makes this high-HP Pokémon hard to beat. It has some interesting early moves, too, but you'll need to raise a new Snorlax from an egg to get them.

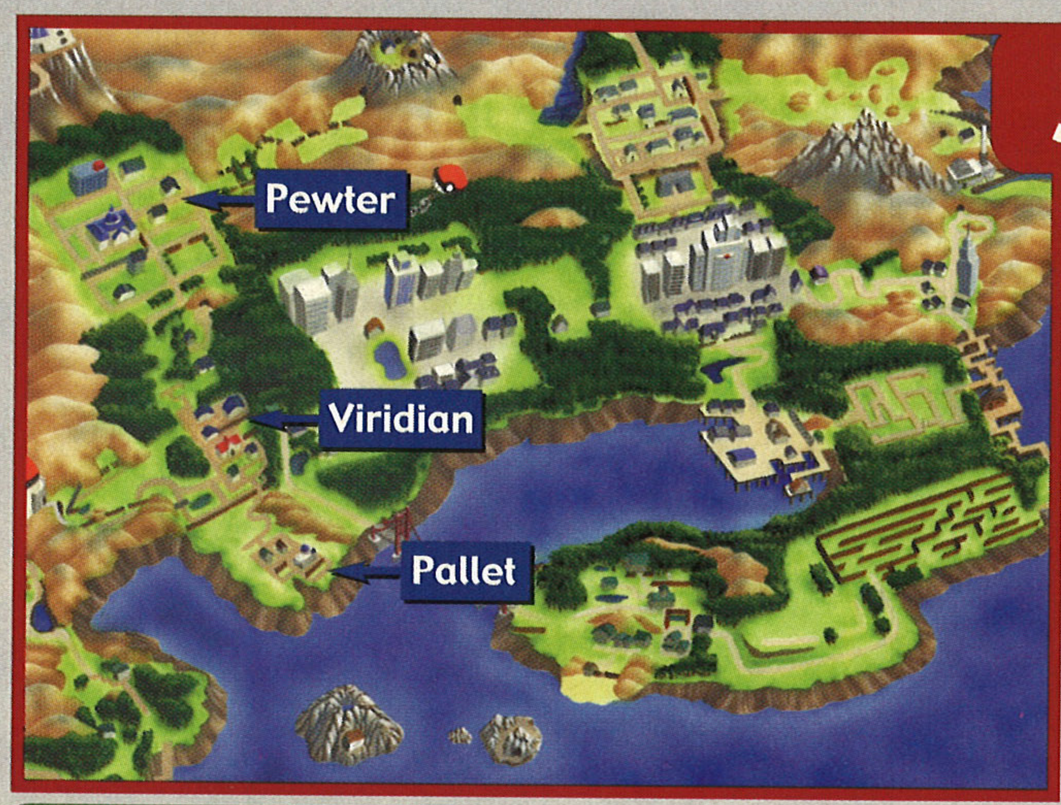


see p.179

Diglett

Speed wins battles, and if there's one thing Diglett and Dugtrio (its evolved form, at level 26) excel at, it's Speed. Making these rogue Moles even more dangerous to the Electric, Fire, Poison and Steel Pokémon of the world are two new attacks: Magnitude (a Ground-type attack that does random damage) and Fissure (which K.O.'s instantly 30% of the time, like Guillotine).

see p.147



Section K: West Kanto

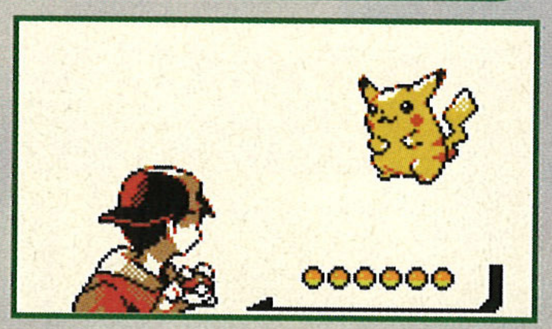
Once you've awoken the Snorlax and passed through Diglett's Cave, you'll find yourself in the area where your quest began in Red/Blue/Yellow. All that's left to do is defeat the final three Kanto Gym Leaders, and then head off in search of one final legendary trainer.

section

K-1 Route 2

A Catch a Pikachu (or Two)

Like most of the areas in West Kanto, the Pokémon here are very low level, and the Pikachu top out at level 4. So you'll need to grab a Pokémon with False Swipe from your PC in Pewter City (or use lots of Level Balls) if you want a Pikachu or anything else here. Pikachu appear fairly infrequently, so you'll need to put some time into catching one. If you don't have a Pokémon with False Swipe, use low-level Pokémon so you don't risk knocking it out.

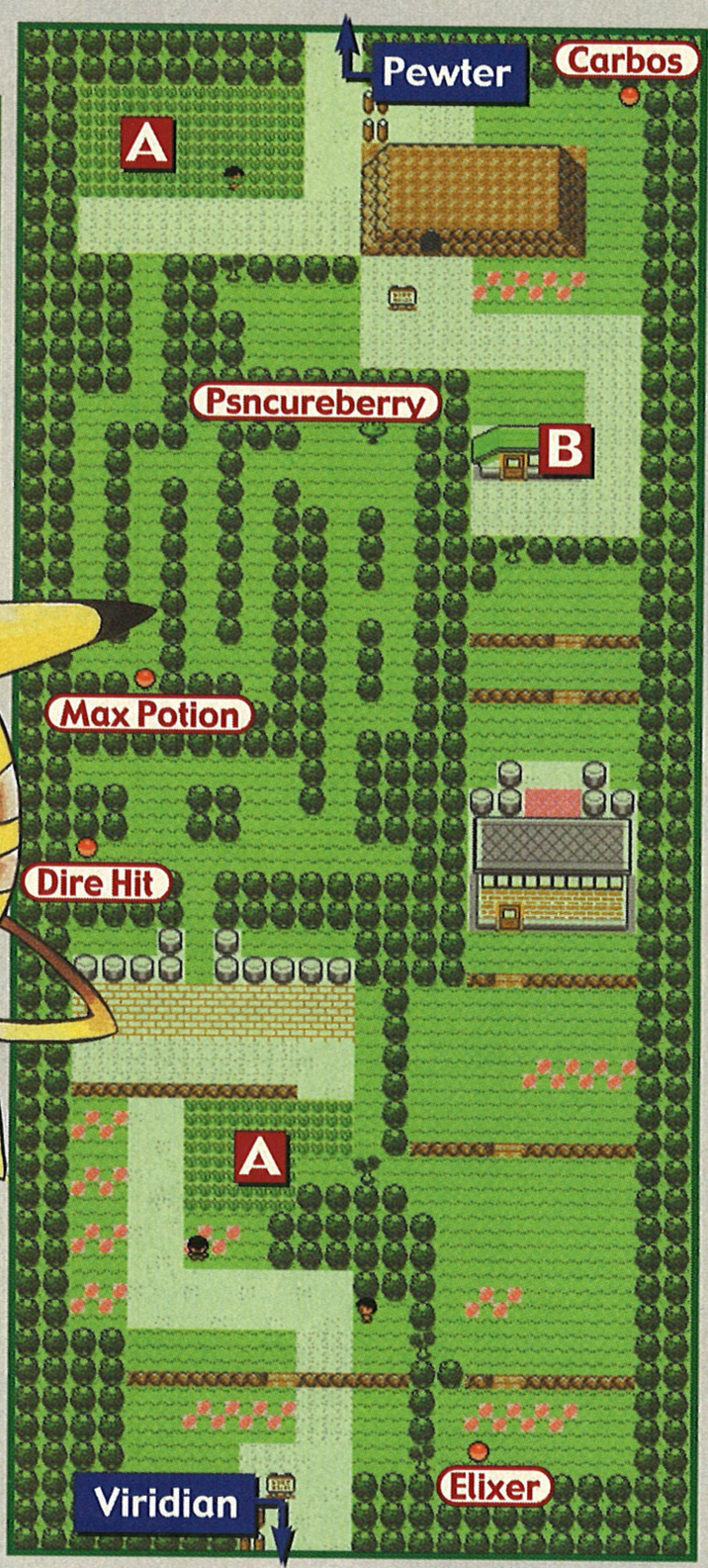


Route 2 (Gold Version)	Morning	Day	Night
Caterpie	20%	20%	-
Metapod	36%	20%	-
Butterfree	8%	-	-
Pidgey	20%	44%	-
Pidgeotto	8%	8%	-
Pikachu	8%	8%	8%
Spinarak	-	-	20%
Ariados	-	-	8%
Hoothoot	-	-	56%
Noctowl	-	-	8%

Route 2 (Silver Version)	Morning	Day	Night
Weedle	20%	16%	-
Kakuna	36%	24%	-
Beedrill	8%	-	-
Ledyba	20%	-	-
Ledian	8%	-	-
Pidgey	-	44%	-
Pidgeotto	-	8%	-
Pikachu	8%	8%	8%
Hoothoot	-	-	76%
Noctowl	-	-	16%

B Get a Free Nugget

This recluse is so happy to get visitors that he's giving out ₽5000 chunks of gold to all comers. So try and drop by.



Pikachu

About time! No, you haven't missed anything, this is the first, last, and only place Pikachu appear in Gold and Silver. They're rare, but get a pair if you can; breeding Pikachu is the only way to get the new Pokémon Pichu (not that it's that great, but it's cute). As for Pikachu itself, it is basically unchanged from its more powerful Yellow version (although now it can evolve into Raichu).

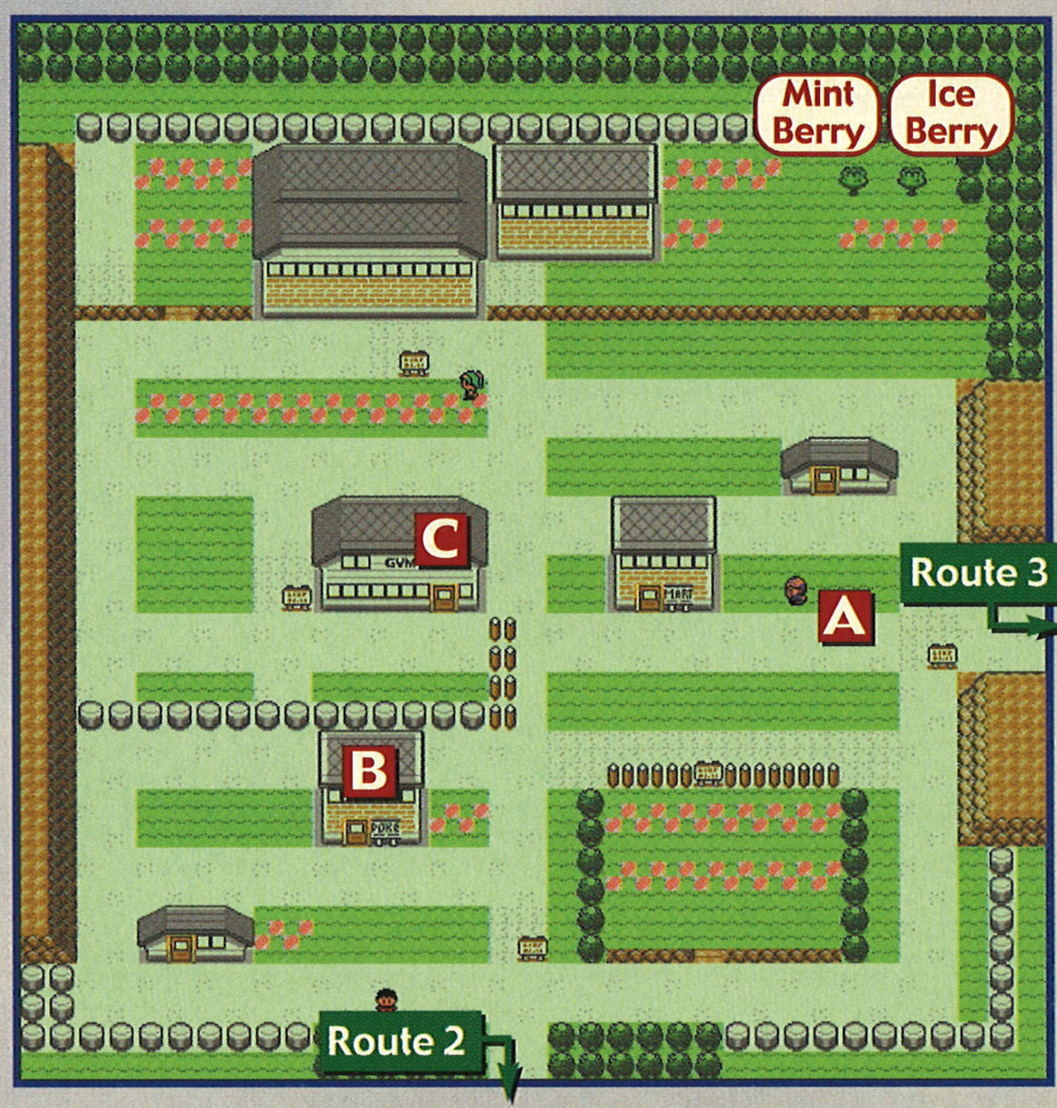
see p.106

PEWTER CITY

section **K-2**

A Get the Second Legend Wing

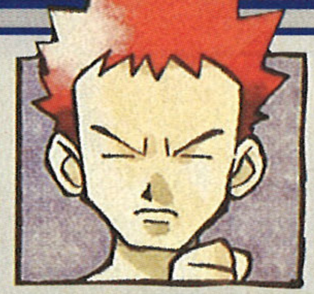
Wow! This weird old guy will hand you the second Wing (Rainbow Wing in Silver, Silver Wing in Gold) just for talking to him. Now you can go get a level 70 (!) Ho-oh or Lugia (see page 68+69) at your leisure.

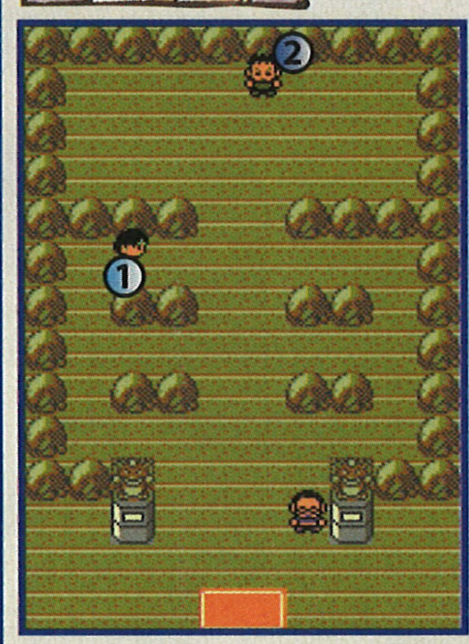


B Pewter City Trader

Trade a Gloom for a Rapidash? There isn't much reason to, since you can catch a wild Rapidash on Route 28, and you need Gloom to get Vileplume and Bellossom. But it's ultimately up to you.

C Battle Brock for the Boulder Badge





Good old Brock has only a single disciple and a stable of easily beaten Pokémon. A single good Grass Pokémon can take all five, but a mix of Water and Electric (for Omastar and Kabutops) will do the trick too.

1	Jerry ₽740
Sandslash	Level 37
2	Brock ₽4200
Graveler	Level 41
Omastar	Level 42
Rhyhorn	Level 41
Onix	Level 44
Kabutops	Level 42

ROUTE 3

section **K-3**

There's nothing to do here except catch a Jigglypuff and battle a few easy junior trainers. You'll note the Pokémon Center near the entrance to Mt. Moon has closed, but it's such an easy area now that you won't miss it.

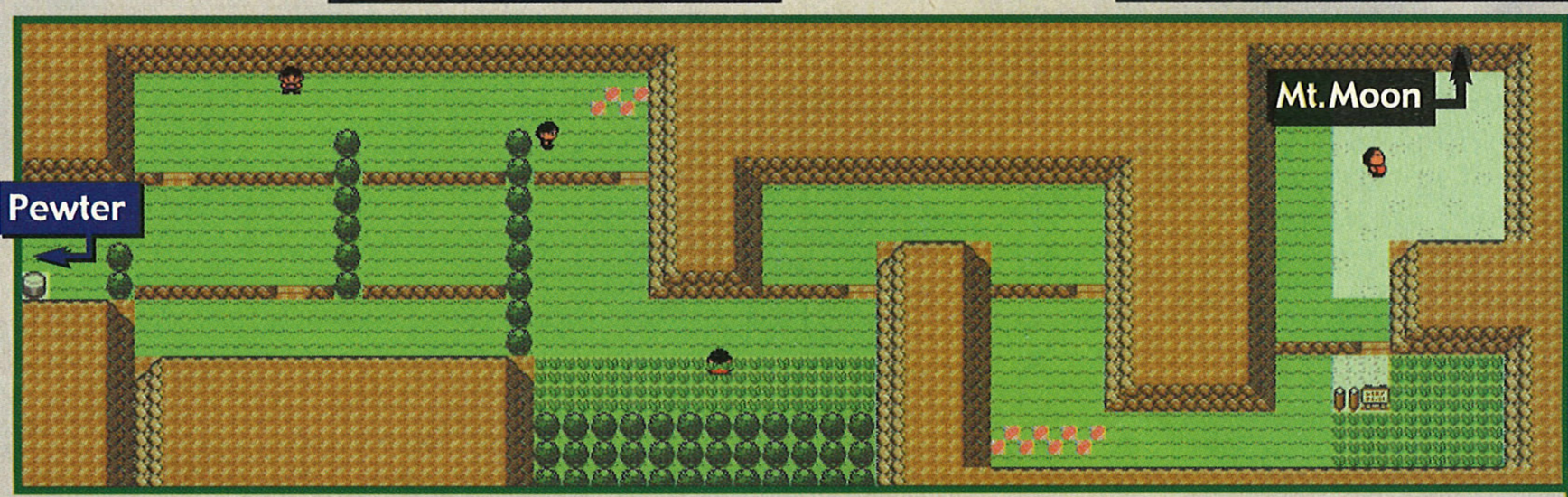
Jigglypuff

Not much has changed with Jigglypuff itself (although many of its old moves have been powered up a bit in Gold and Silver). But like Pikachu, it can now lay an egg containing a new Pokémon, Igglybuff, that is somehow even more obnoxiously cute.

see p.114

Route 3 (Silver Version)	Morning	Day	Night
Spearow	24%	24%	-
Ekans	20%	20%	20%
Arbok	8%	8%	8%
Rattata	40%	40%	24%
Jigglypuff	8%	8%	8%
Zubat	-	-	40%

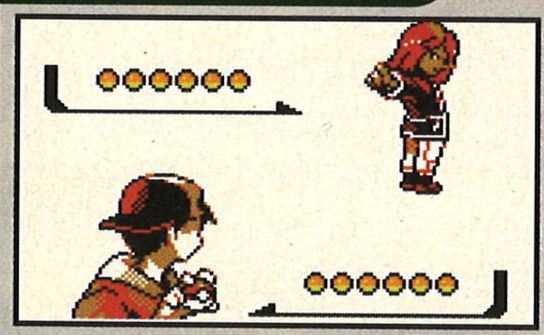
Route 3 (Gold Version)	Morning	Day	Night
Spearow	56%	56%	-
Rattata	32%	32%	56%
Jigglypuff	12%	12%	12%
Zubat	-	-	32%



section

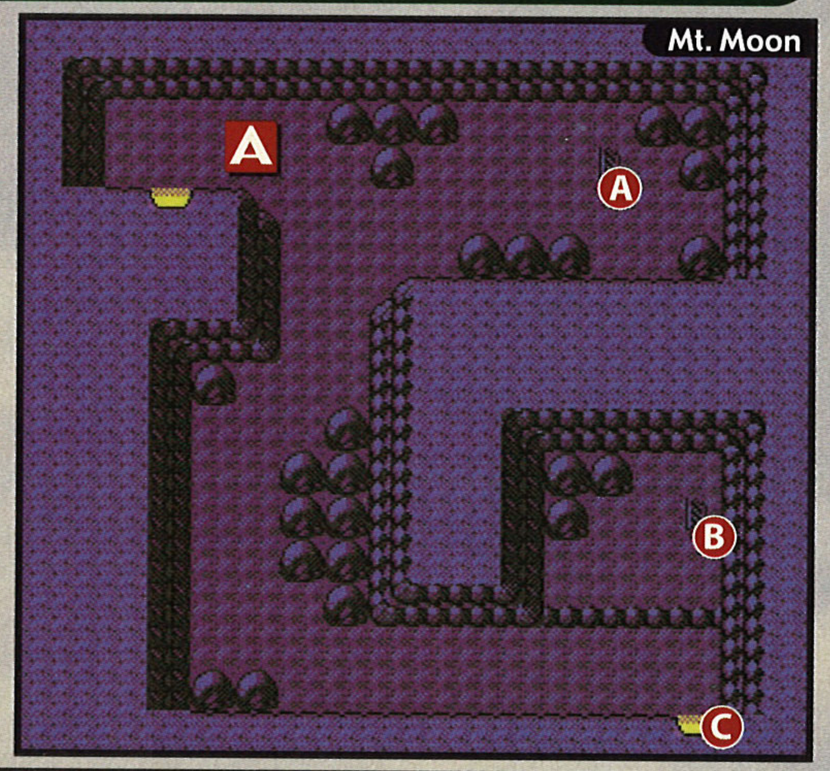
K-4 Mt. Moon/Rte.4

A Your Rival's Final Ambush

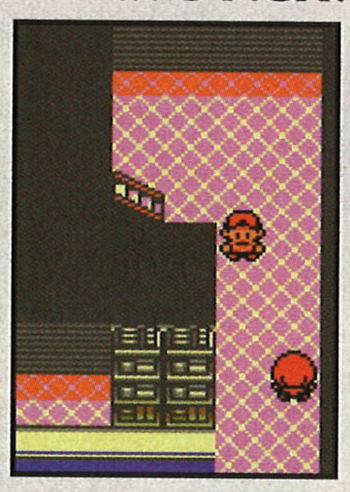


This is the last forced battle with your rival, but it should be one of the easiest. His Pokémon are all in the low 40's, and are nothing a strong, well-prepared party can't handle. Note his cool new final battle pose!

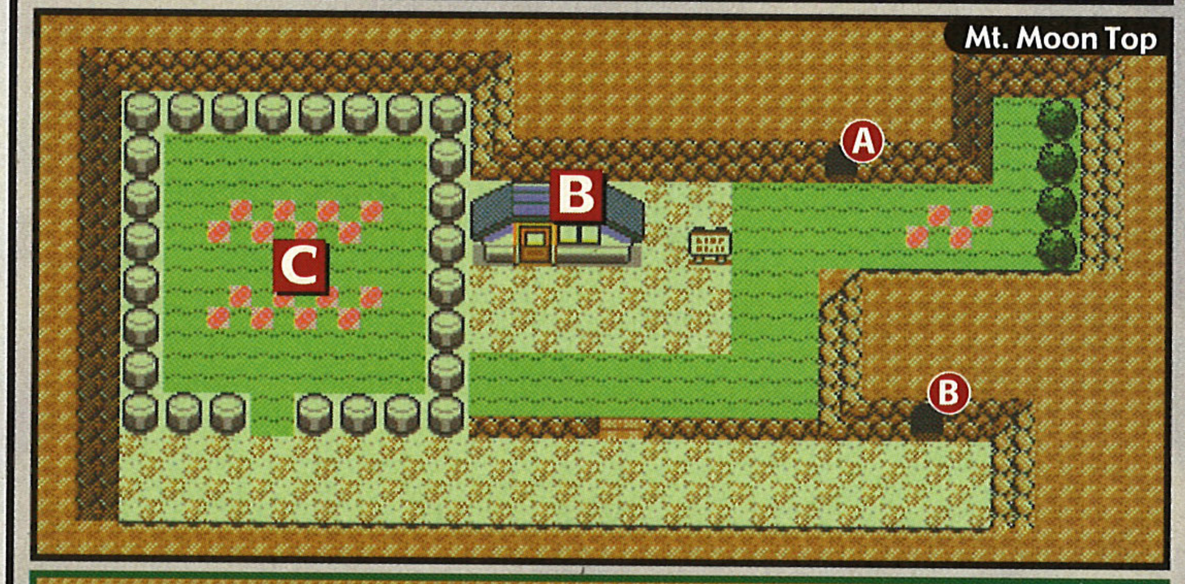
Rival ₽4500	
Sneasel Level 41	
(Starter) Level 45	?
Magneton Level 41	
Golbat Level 42	
Gengar Level 43	
Alakazam Level 43	

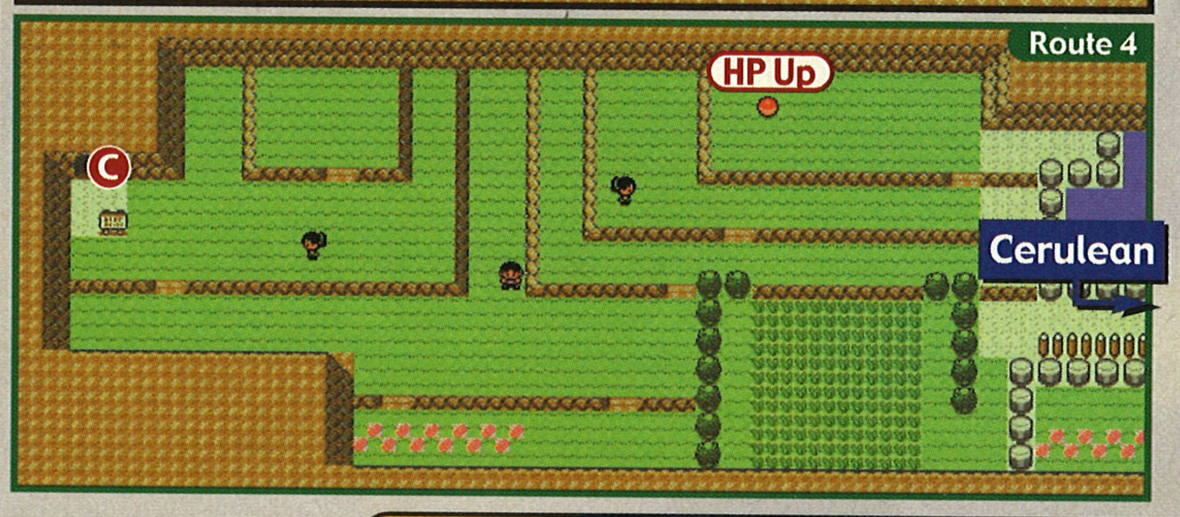


What's Next for Your Rival?



After beating him here, your Rival runs off to sulk. But it's not necessarily the last you'll see of him... To fight him again, go to the Indigo Plateau on Mondays and Wednesdays, and he'll be waiting near the stairs (his Pokémon are level 45-50). On Tuesday and Thursday you can find him pondering deeper matters in Blackthorn's Dragon Den. But he will not attack you there.





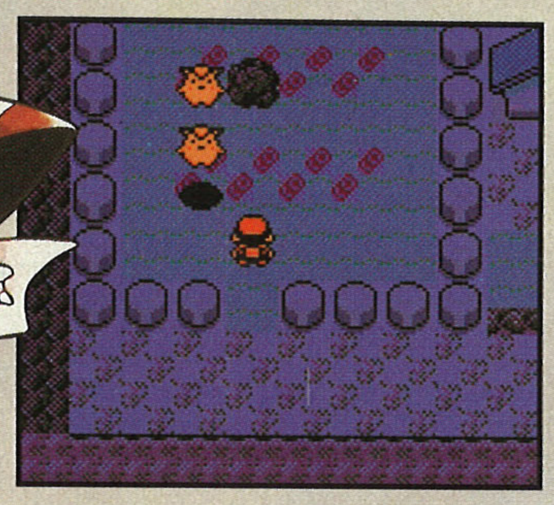
B The Mt. Moon Souvenir Shop

Souvenir Shop	
POKé DOLL	1000
FRESH WATER	200
SODA POP	300
LEMONADE	350
REPEL	350
PORTRAIT MAIL	50

Poké Dolls are kind of pointless, but I like this shop a lot. You can buy Lemonade here in massive quantities, instead of one at a time at the department store vending machines. The store isn't open at night.

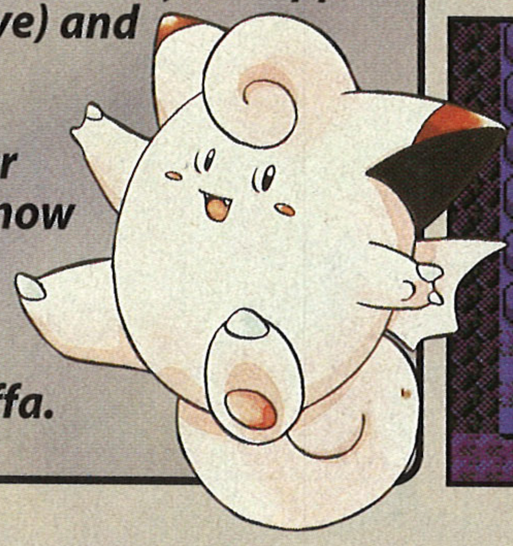
C The Clefairy Dance on Monday Nights

Monday is the day of the Moon (hence the "Mon"), and it's on those nights you can see the Clefairy Dance. They always leave behind a stone, and if you use Rock Smash, you'll find a Moon Stone beneath.



Clefairy

Clefairy has a couple of new moves, including level 4's Encore (which repeats your opponent's last move) and Moonlight, a healing move that is stronger at night. And now they can lay an egg containing a new Pokémon, Cleffa.



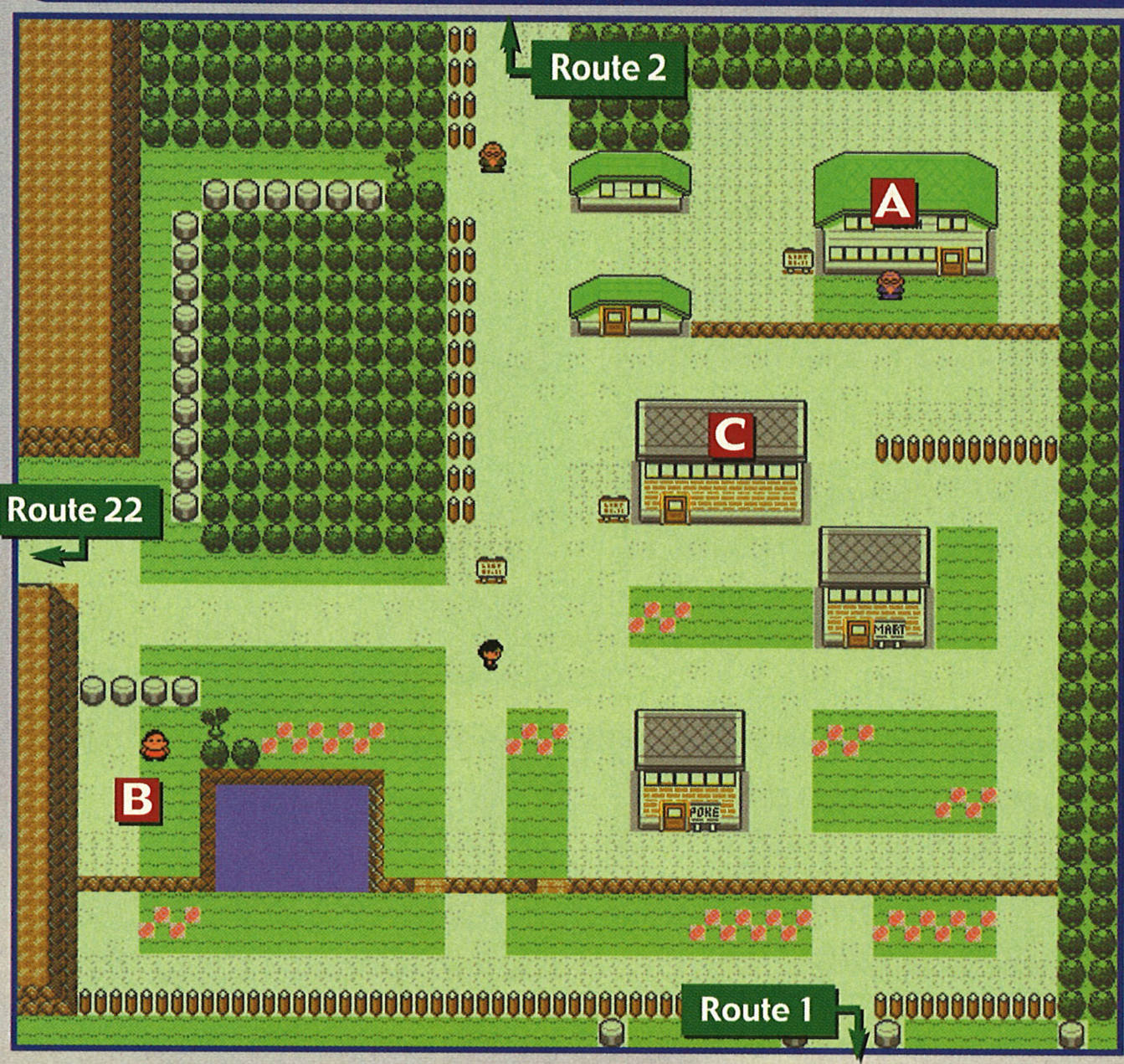
see p.113

Mt. Moon (Gold Version)	Morning	Day	Night
Sandshrew	16%	16%	16%
Sandslash	4%	4%	4%
Geodude	40%	40%	40%
Paras	16%	16%	16%
Clefairy	8%	8%	8%
Zubat	16%	16%	16%

Mt. Moon (Silver Version)	Morning	Day	Night
Geodude	52%	52%	52%
Paras	8%	8%	8%
Clefairy	16%	16%	16%
Zubat	24%	24%	24%

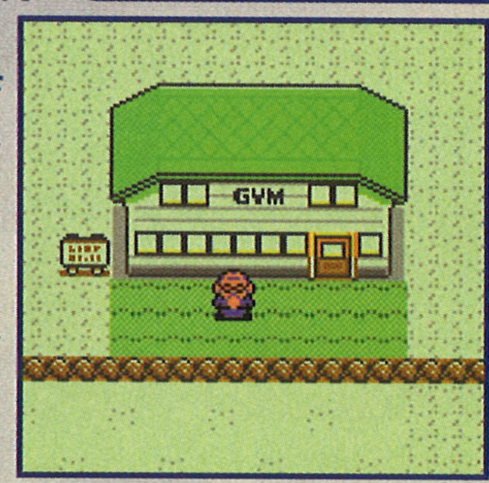
Viridian City

section **K-5**



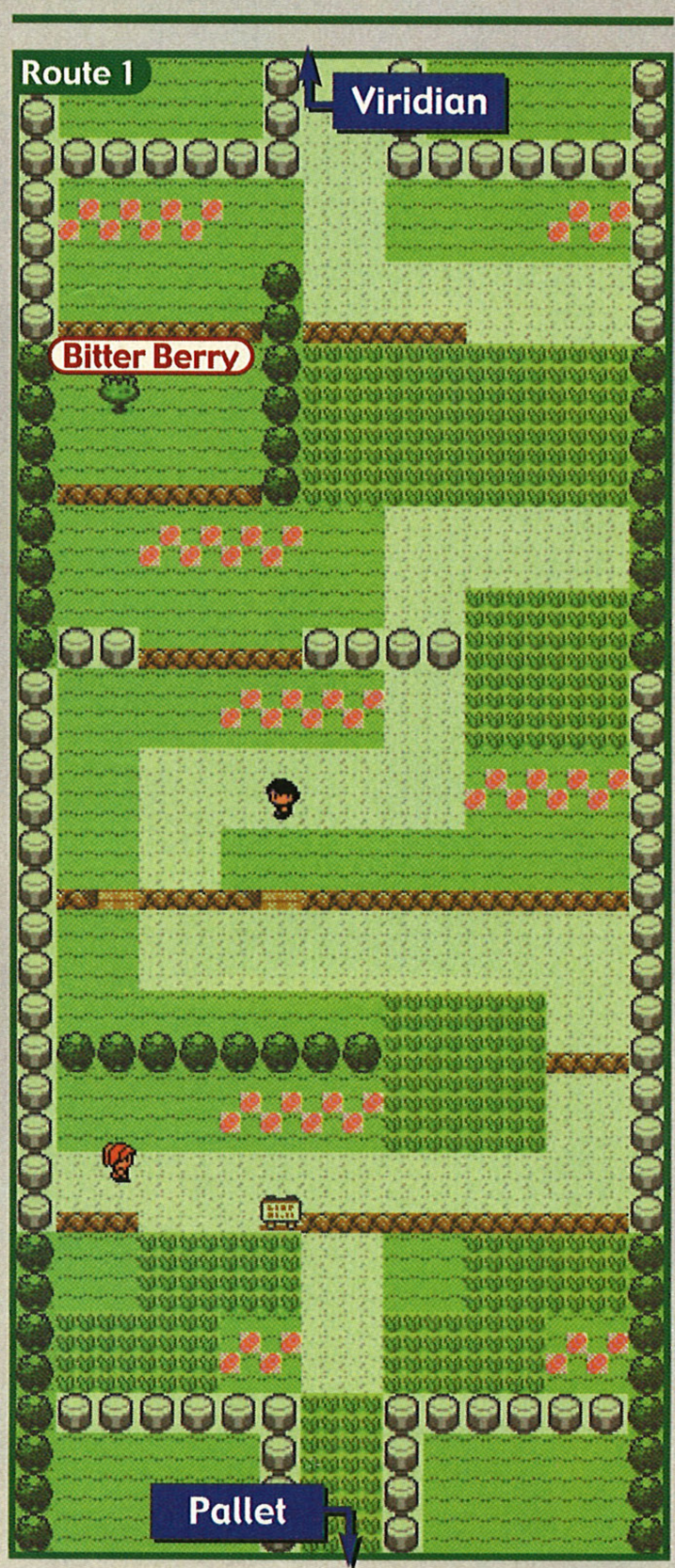
A Where is the Gym Leader?

If Giovanni has left Kanto for good, who's in charge of the Viridian City Gym? Someone has taken the reins, but they won't be back until you've beaten all 7 other trainers.

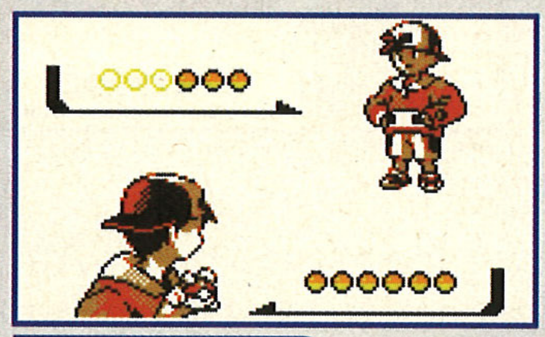


B Get TM 42 (Dream Eater)

As in the last version, this guy will hand over TM 42 if you Cut or Surf over to him. Dream Eater is a strong attack that only works when its target is asleep.

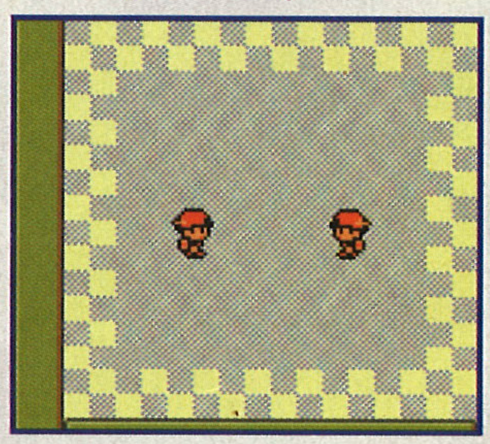


C The One-on-One Trainer House



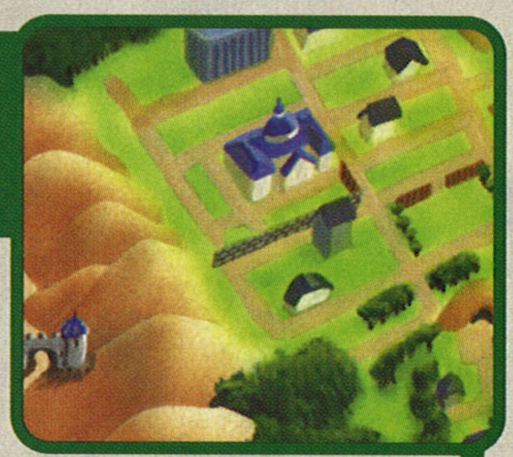
This new Viridian City fixture allows you to battle a visiting trainer once a day. Don't be surprised if this "visiting trainer" is someone you know... The game swipes the name and Pokémon roster of the last person you used "Mystery Gift" with. Imagine... Someone out there could be fighting you and your Pokémon right this very minute. How disturbing! If you haven't ever used the "Mystery Gift" option, you'll end up battling the guy on the left.

Cal ₽5000	
Meganium Level 50	
Typhlosion Level 50	
Feraligatr Level 50	



Route 1

section **K-6**



Route 1 (Both Versions)	Morning	Day	Night
Pidgey	44%	44%	-
Sentret	20%	20%	-
Furret	12%	12%	-
Rattata	24%	24%	56%
Hoothoot	-	-	44%

Route 1 is another small area with nothing to offer except memories of past quests. Head south to Pallet Town and what remains of Cinnabar.

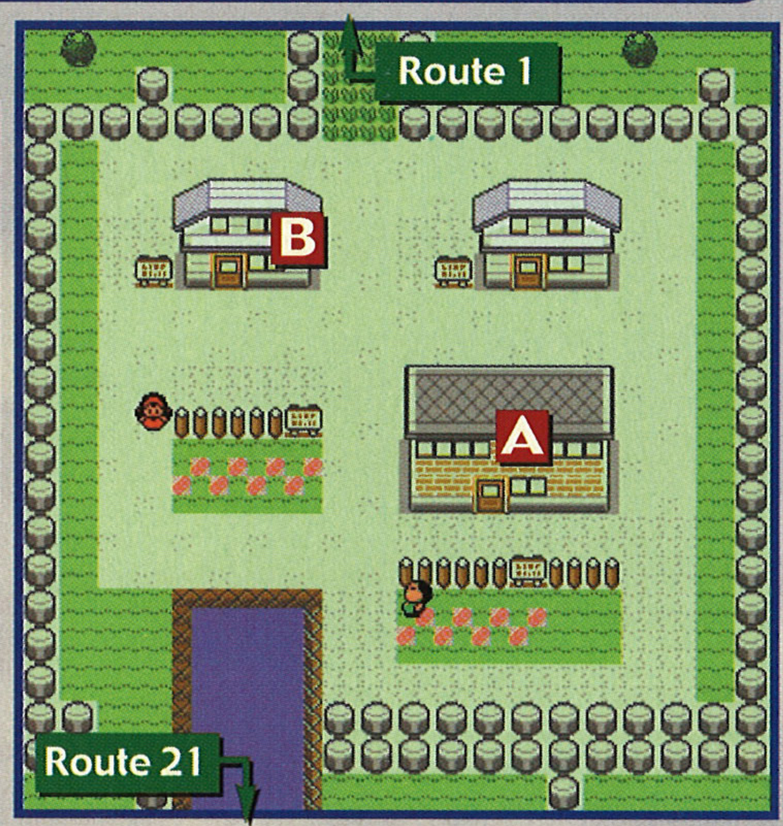
section
K-7 Pallet Town

A Pay Professor Oak a Visit

Professor Elm has e-mailed Professor Oak about your arrival (you can read the letter on his computer), and he's eager to speak with you again. Make sure to visit again when you've earned all the Badges.

B Drop by Some Old Friends

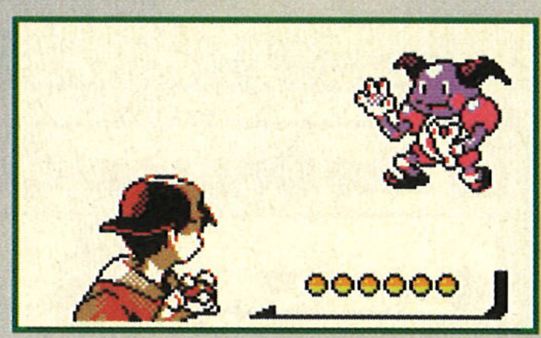
You can also visit the homes of Gary and Ash, and speak to their families. Ash isn't around, but a quick check of his room reveals he's upgraded to an N64®. Nice.



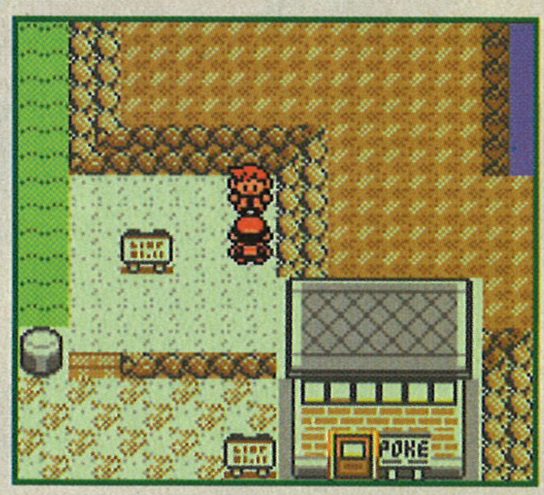
section
K-8 Route 19-21

A Catch Mr. Mime in the Grass

You can buy a Mr. Mime at the Celadon City Game Corner, but why not save some coins and catch one here? They're fairly rare compared to the Tangela, but you'll get one if you stick with it.



B Find the Viridian City Gym Leader



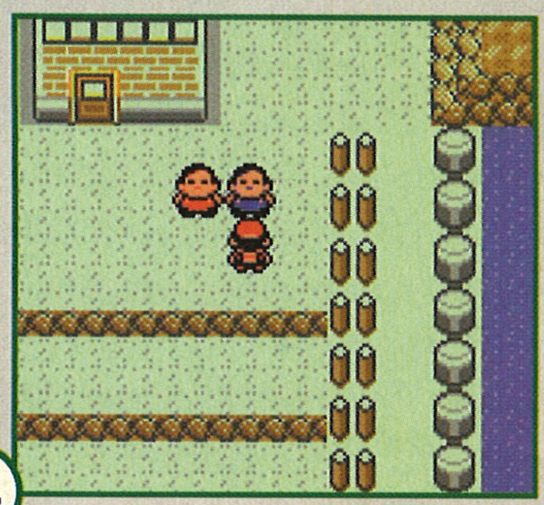
The Viridian City Gym leader is... Blue? After talking here, he'll move back to the Gym, where you can find him after beating Blaine.

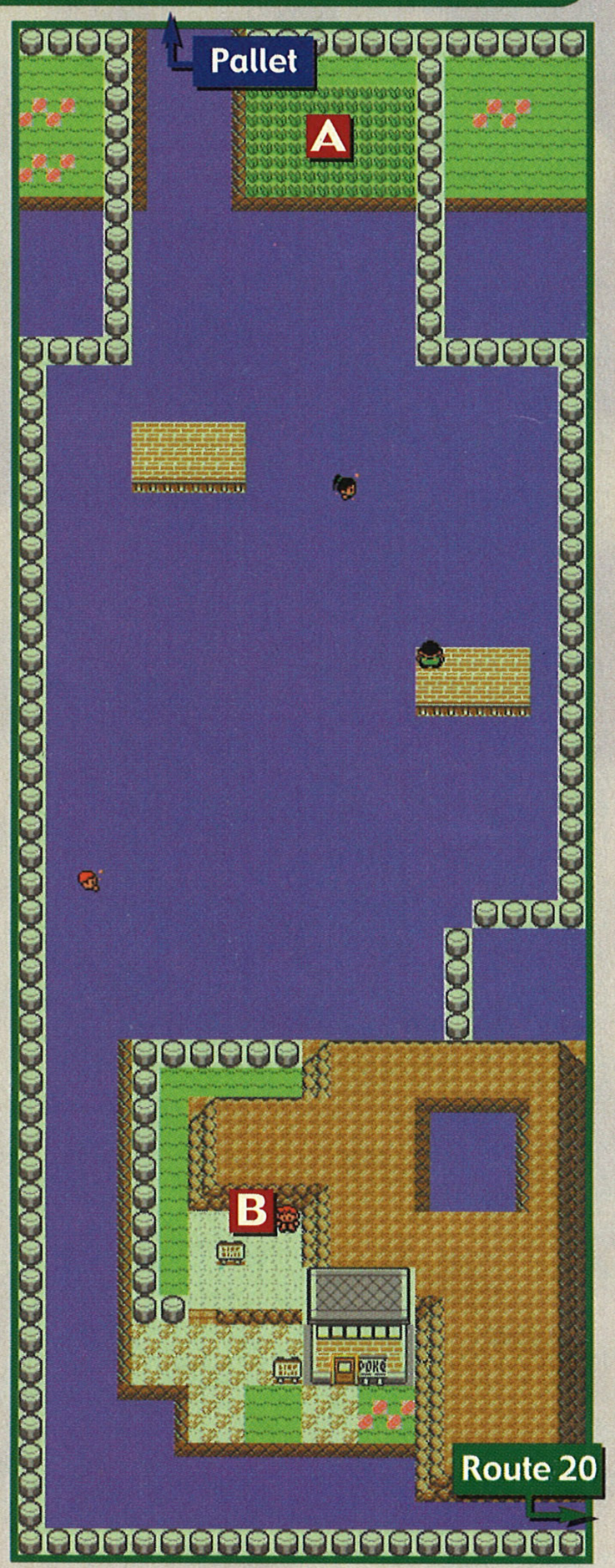
Route 19-21 Both Versions	Morning	Day	Night
Tangela	88%	88%	88%
Mr. Mime	12%	12%	12%
Tentacool	84%	84%	84%
Tentacruel	16%	16%	16%

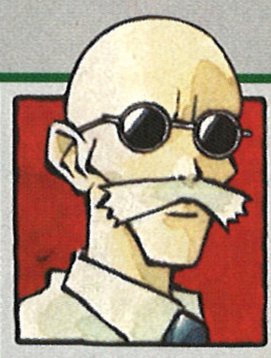
Route 20-21 Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	90%	40%	-
Shellder	-	25%	30%
Tentacool	10%	10%	-
Tentacruel	-	-	10%
Chinchou	-	25%	50%
Lanturn	-	-	10%

C The Path to Fuchsia is Clear!

Ta da! The blocks are gone, so you can enter Fuchsia freely. Of course, you could've just flown...



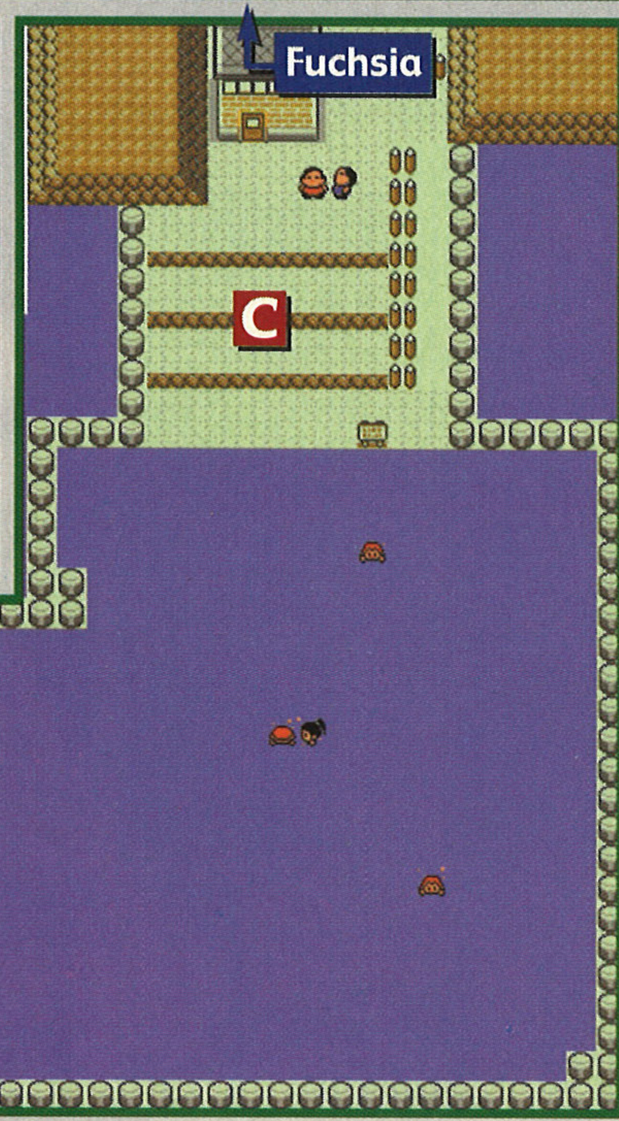


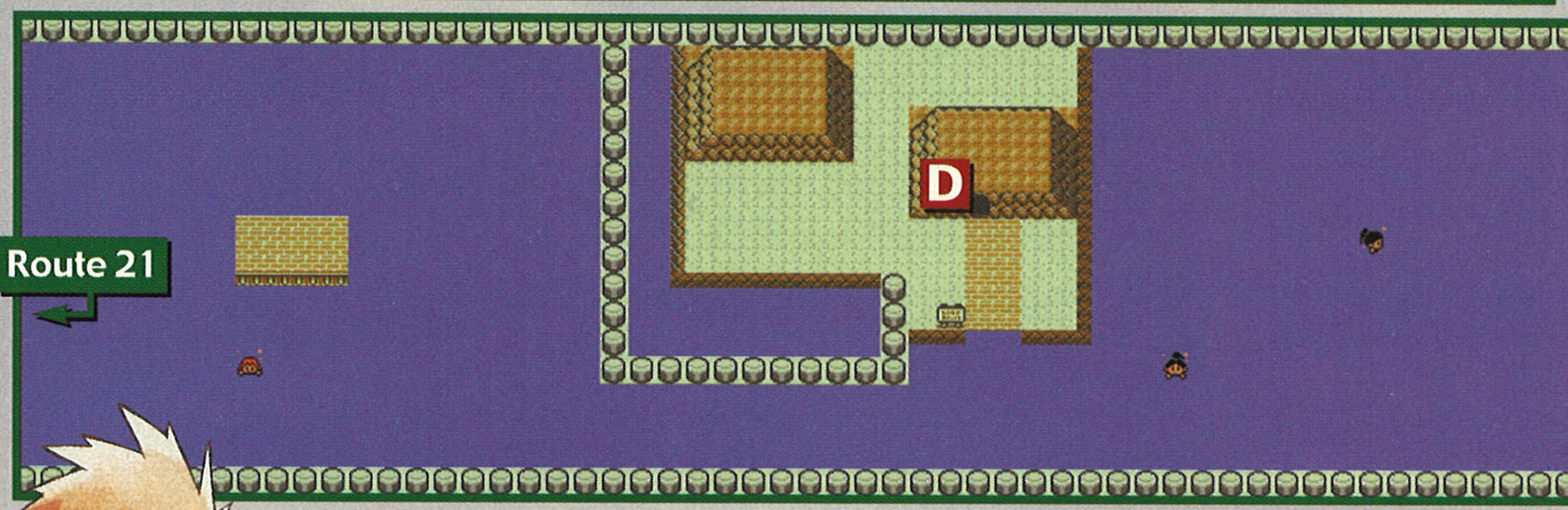


D Battle Blaine for the Volcano Badge

Poor Blaine doesn't even have a town anymore, much less a Gym or disciples. So seek him out in this small cave, attack him with a handful of Water Pokémon (or anything that knows Surf) and put him out of his misery.

Blaine ₽5000	
Magcargo Level 45	
Rapidash Level 50	
Magmar Level 45	

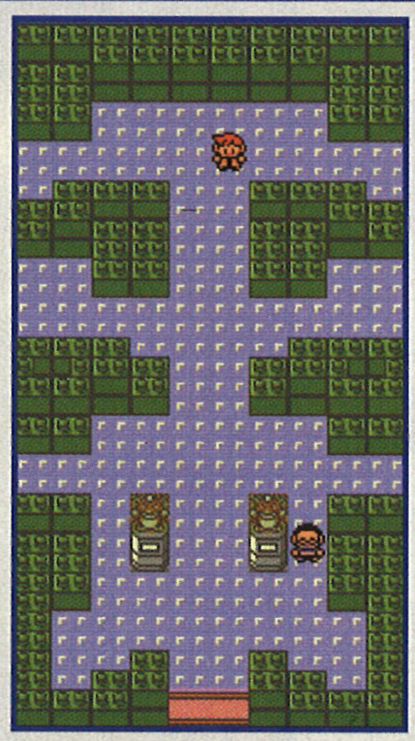




Back to Viridian for the Earth Badge

Blue is the final Gym leader, and he's definitely the toughest of the bunch. His Pokémon don't follow any easy theme (they're the same ones he had in Red/Blue, minus the starter), so you'll need a strong and varied party to beat him, including Electric, Fire, Water and Dark Pokémon. It's the same team you'll want for the final battle, so get them some EXP here!

Blue ₽5800	
Pidgeot Level 56	
Rhydon Level 56	
Alakazam Level 54	
Gyarados Level 58	
Arcanine Level 58	
Exeggutor Level 58	



Get A Free HP Up

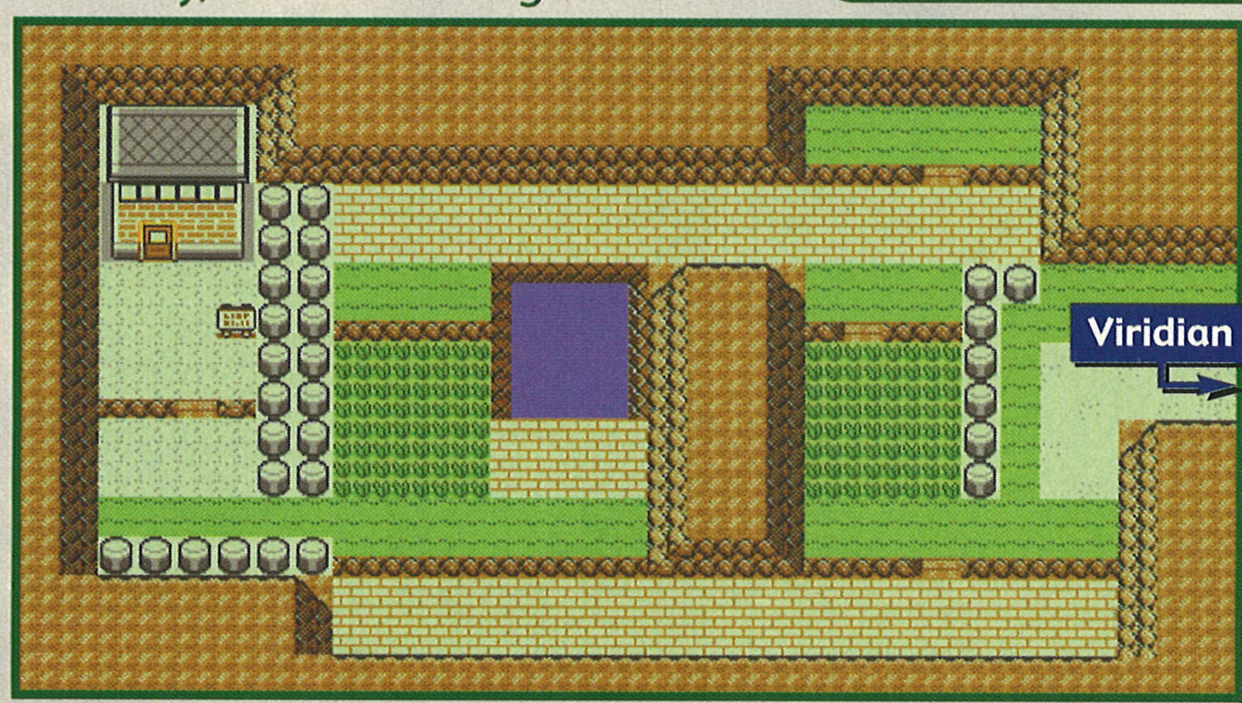
Remember this guy, in Vermilion City? Talk to him now for that free HP Up!

ROUTE 22

section **K-9**

You've been just about everywhere on the map, but your quest isn't over yet. Speak to Professor Oak, and he'll tell you of a location that isn't *on* the map: Mt. Silver. You can get there from the crossroad between Route 26 and Victory Road. To get back there quickly and easily, just head west from Viridian City, and cut through Route 22. The Pokémon here are pushovers, but they're about to get a *lot* harder...

Route 22 Both Versions	Morning	Day	Night
Spearow	44%	44%	–
Fearow	12%	12%	–
Doduo	8%	8%	–
Rattata	28%	28%	80%
Ponyta	8%	8%	20%

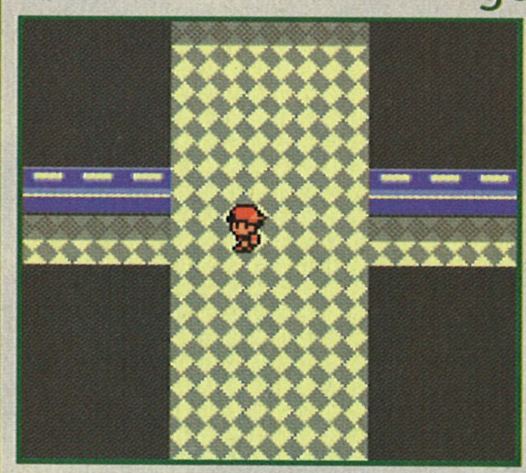


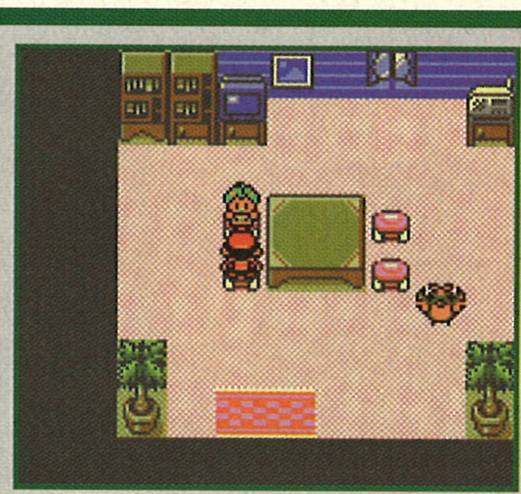
section

K-10 ROUTE 28

A No More Guards!

The two men that used to block these paths are gone, so you can now travel straight through (to the West) from Route 22 to Route 28, where the entrance to Mt. Silver lies. This area has its own Pokémon Center, so you can pack light.





B The Celebrity Recluse

This woman is so concerned about her privacy that she'll bribe you with TM 47 (Steel Wing) to buy your silence. It's a nice Steel attack that most winged Pokémon can learn, so we'll keep quiet.

C A Hidden Rare Candy

You can always use more Rare Candy, especially considering what's ahead. Pick up a freebie here!

Route 28 Gold Version	Morning	Day	Night
Doduo	8%	8%	-
Dodrio	12%	12%	-
Ponyta	24%	24%	24%
Rapidash	16%	16%	16%
Tangela	24%	24%	28%
Ursaring	16%	16%	24%
Sneasel	-	-	8%

Route 28 Silver Version	Morning	Day	Night
Doduo	8%	8%	-
Dodrio	12%	12%	-
Ponyta	24%	24%	24%
Rapidash	16%	16%	16%
Tangela	24%	24%	28%
Donphan	16%	16%	24%
Sneasel	-	-	8%

Sneasel

As this noctural creature is one of your Rival's favorite Pokémon, you've been on the wrong end of Sneasel's claws many times. So you know it's quick but that its Special Attack is lacking. Sneasel is part Ice and part Dark, but doesn't get any Ice attacks, and its Dark attacks are fairly weak. Still, Speed is good, and it can learn Cut, Surf, and Strength.

see p.175

The Pokémon Shown Below are Found in Mt. Silver (see next page)

Misdreavus

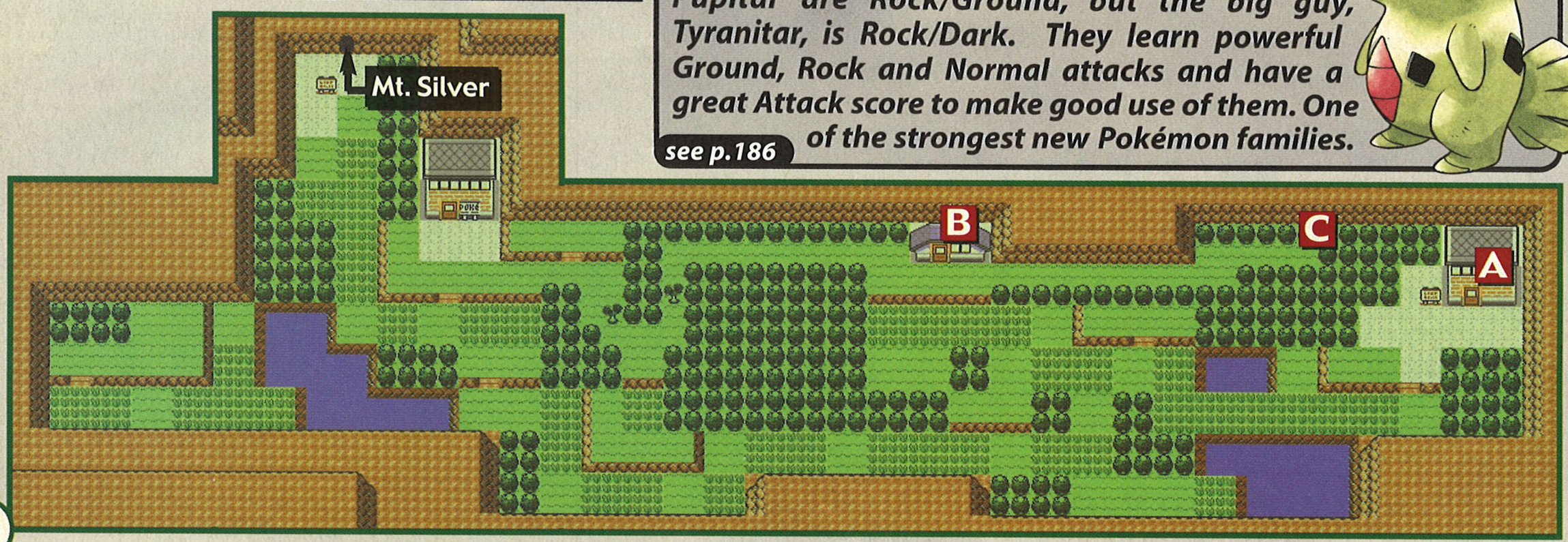
Finally, a new Ghost! Misdreavus is the game's first pure Ghost, which means it's pretty darn good against everything but Dark Pokémon. At level 45, it will already know Pain Split, a great technique that divies up the life totals between you and your opponent–So if you're about to get K.O.'ed and they're at full health, you gain HP and do a ton of damage! Nice.

see p.175

Larvitar

This three-stage Pokémon is kind of the Gold/Silver equivilant of Dratini. It comes late in the game and evolves slowly (final form at level 55!) but is a powerhouse when it gets there. Larvitar and Pupitar are Rock/Ground, but the big guy, Tyranitar, is Rock/Dark. They learn powerful Ground, Rock and Normal attacks and have a great Attack score to make good use of them. One of the strongest new Pokémon families.

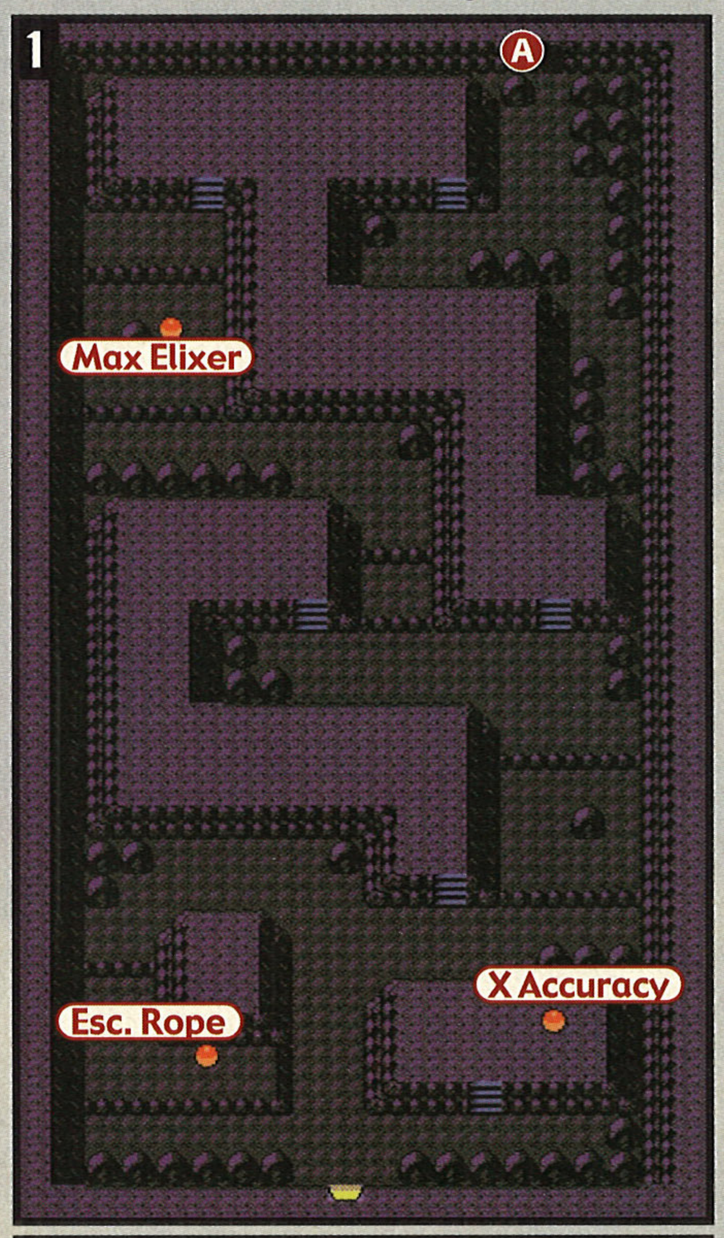
see p.186



Mt. Silver

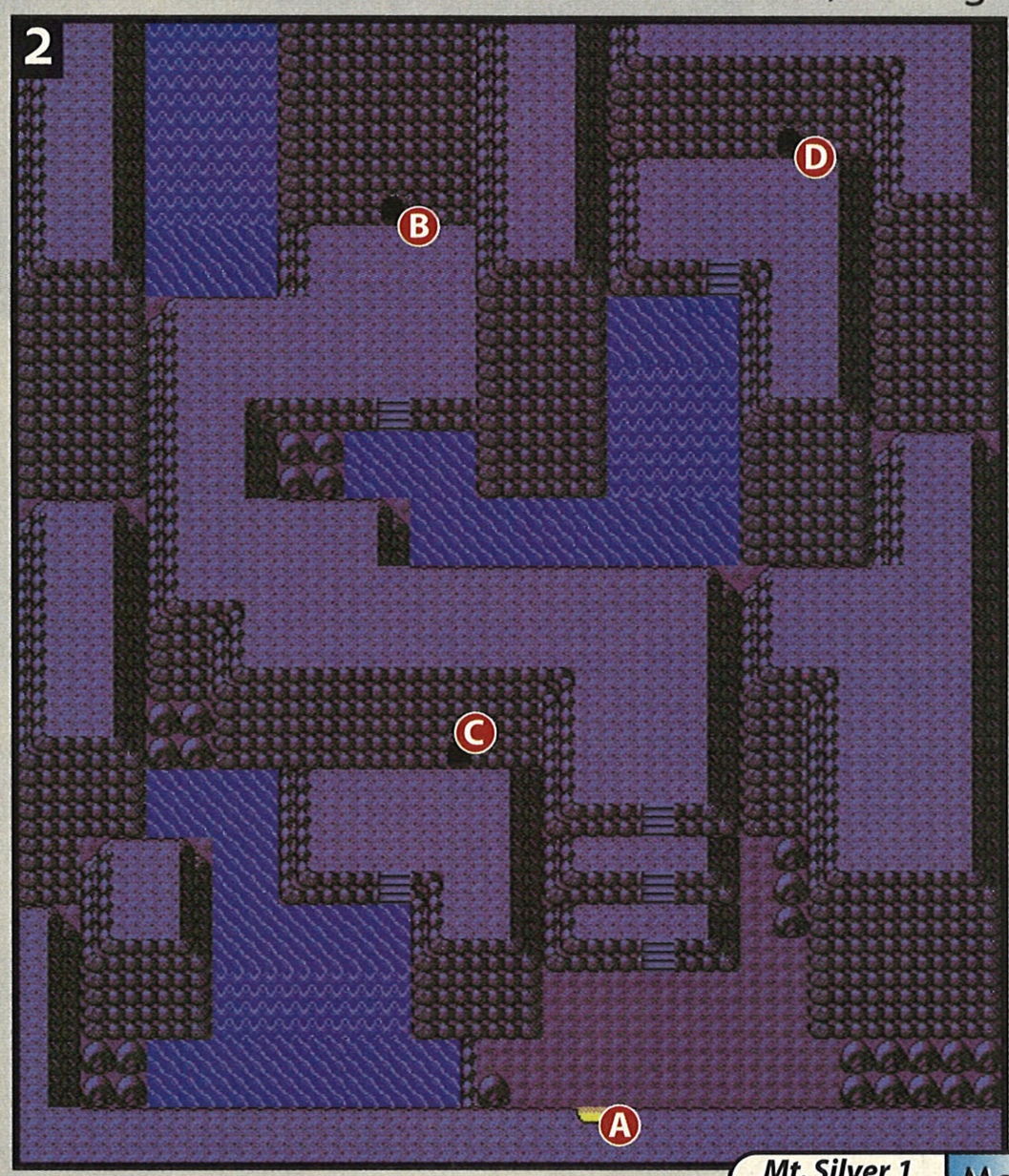
section **K-11**

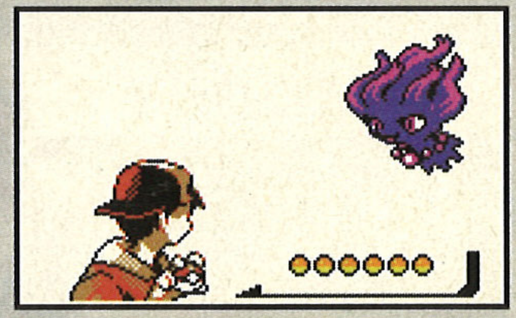
Rare Pokémon (and Mundane Items) in Mt. Silver

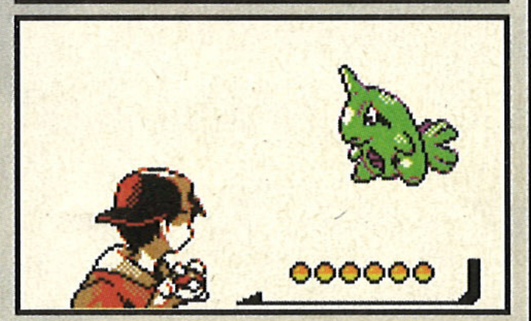


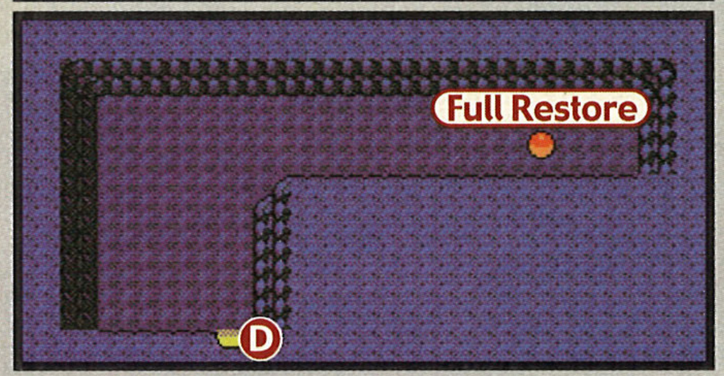
The items in this dungeon aren't great, but going after them gives you something to do while you hunt for a Misdreavus and a Larvitar, two great Pokémon you won't want to miss. The nocturnal Misdreavus are only in the second area (with the Waterfalls), so concentrate there.

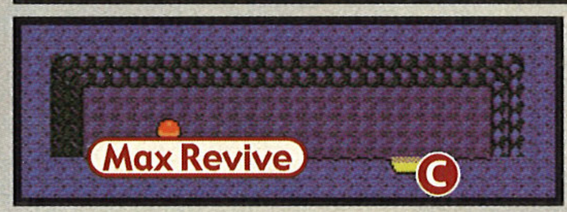
Speaking of Waterfall, that's a skill you'll need to get to the two items in rooms C and D.







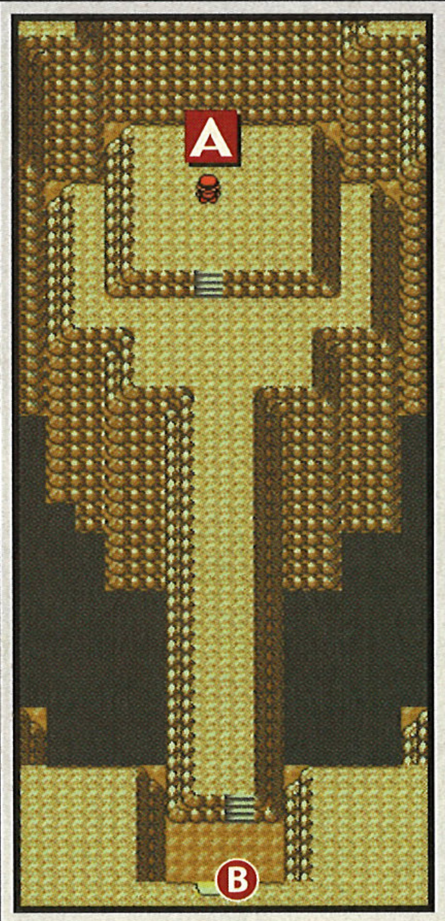




Mt. Silver 1 Both Versions	Morning	Day	Night
Onix	28%	28%	28%
Graveler	32%	32%	32%
Golbat	8%	8%	8%
Larvitar	12%	12%	12%
Ursaring*	20%	20%	20%
Donphan*	20%	20%	20%

Mt. Silver 2 Both Versions	Morning	Day	Night
Golduck	28%	28%	20%
Quagsire	32%	32%	32%
Golbat	8%	8%	8%
Larvitar	12%	12%	12%
Misdreavus	–	–	12%
Ursaring*	20%	20%	16%
Donphan*	20%	20%	20%

*Donphan appears in Silver only; Ursaring appears in Gold only



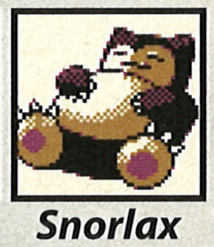
A Your Final Opponent

You'll need a good party with at least a few level 50+ Pokémon to stand a chance here. I love Houndoom, since it beats Espeon and Venusaur and its type resistances allow it to stall against Espeon and Charizard while you can heal your wounded. Bring a Fighter for the surprise Snorlax (or a Ghost; Misdreavus learns Perish Song at level 46, and there's nothing Snorlax can do to stop it), and your best Water and Electric Pokémon. Thunder-hurling Pikachu may be his strongest Pokémon, so start with a Ground-type if you have a good one!

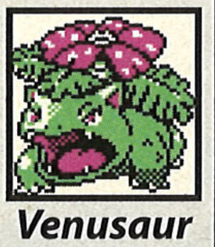
Pikachu Level 81

Blastoise Level 77

Espeon Level 73


Snorlax Level 75

Charizard Level 77


Venusaur Level 77

GOLD/SILVER POKéDEX

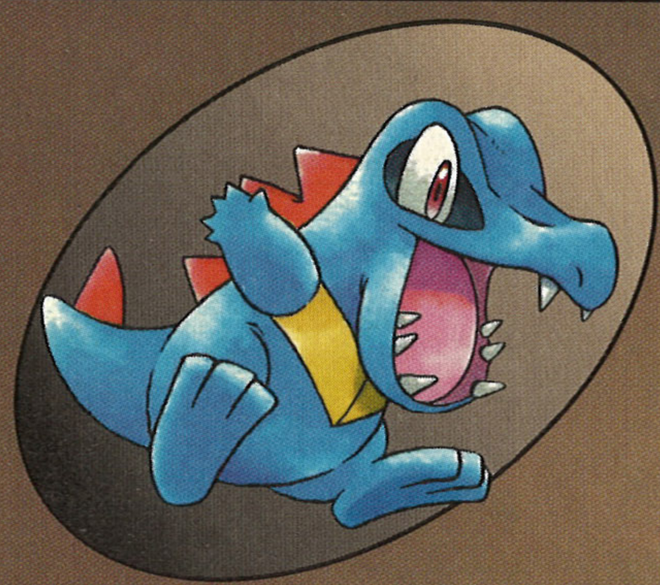
How to Read The PokéDex Entries:

Name and Number
Note that the Pokémon in this section are presented in "New PokéDex Order," the default order for the PokéDex in Gold and Silver. To find a Pokémon by name, turn to page 189.

Types and Stats
The stats here represent the typical strengths of this Pokémon at level 100. There is a great deal of variation between different Pokémon of the same name, so your results may differ. To get an accurate baseline, we caught several of each Pokémon and averaged their stats out.

TM's & HM's
The TM's and HM's that each Pokémon can learn are highlighted in black. To get more information about what these moves do and where to get the TM's, see pages 205-207.

Totodile #158



TYPE 1	TYPE 2
Water	-

HP	220
ATTACK	150
DEFEND	150
SP. ATK.	110
SP. DEF.	120
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	Scratch	40	100	35
	Normal • No special properties			
start	Leer	-	100	30
	Normal • Reduces opponent's Defense			
7	Rage	20	100	20
	Normal • Power grows as oppt. is damaged			
13	Water Gun	40	100	25
	Water • No special properties			
20	Bite	60	100	25
	Dark • Opponent Flinches (30% chance)			
27	Scary Face	-	90	10
	Normal • Greatly reduces oppt's Speed			
35	Slash	70	100	20
	Normal • No special properties			
43	Screech	-	85	40
	Normal • Greatly reduces oppt's Defense			
52	Hydro Pump	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Select at the beginning of the game.

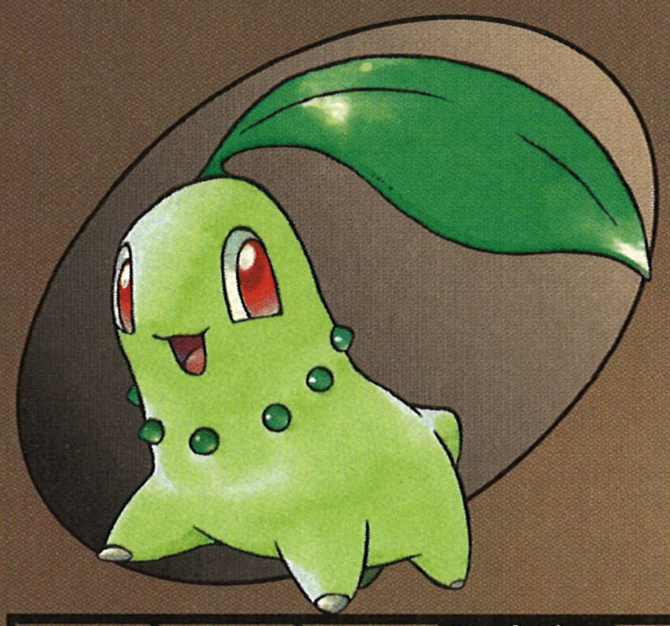
Evolution

How to Get This Pokémon
The G and S icons indicate Totodile appears in both the Gold and Silver versions of the game, while the egg represents the fact that it is not capable of laying eggs. Below the icons is a text explanation of how and where you can get this Pokémon.

Evolution Chart
This flow chart shows all the possible evolutions of this Pokémon, and what needs to be done to attain each one.

Moves List
Instead of simply listing each Pokémon's moves and the levels at which it acquires them, we've tried to give as full of a description of each one as space will allow. To the right of the name are the move's Power, Accuracy (as a percentage) and PP. Below the name are the move's type and a description of its special properties. If you can't understand the abbreviate descriptions, you can look them up in the Moves Appendix that begins on page 198.

Chikorita #152



TYPE 1	TYPE 2
Grass	-

HP	220
ATTACK	130
DEFEND	150
SP. ATK.	110
SP. DEF.	140
SPEED	110

G S

Select at the beginning of the game.

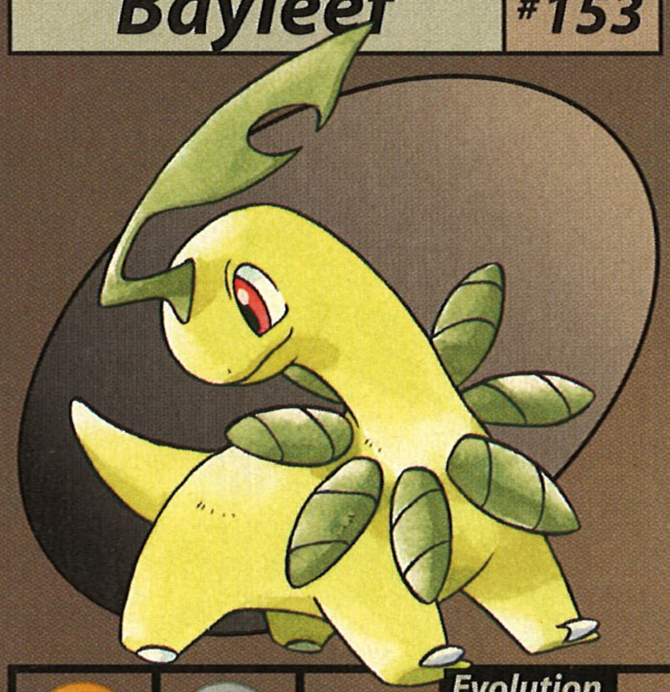
Evolution

Chikorita at level 0 · Bayleef at level 16 · Meganium at level 32

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
start	Growl	-	100	40
	Normal • Reduces opponent's Attack			
8	Razor Leaf	55	95	25
	Grass • Likely to become a critical hit			
12	Reflect	-	-	20
	Psychic • Reduces damage from non-Special attacks			
15	Poison Power	-	75	35
	Poison • Opponent becomes Poisoned			
22	Synthesis	-	-	5
	Grass • Refills HP based on time of day			
29	Body Slam	85	100	15
	Normal • Paralyzes opponent (30% chance)			
36	Light Screen	-	-	30
	Psychic • Reduces damage from Special attacks			
43	Safeguard	-	-	25
	Normal • Protects all Pokémon from status conditions			
50	Solar Beam	120	100	10
	Grass • 2nd turn attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Bayleef #153



TYPE 1	TYPE 2
Grass	-

HP	240
ATTACK	150
DEFEND	180
SP. ATK.	150
SP. DEF.	180
SPEED	130

G S

Evolves from Chikorita.

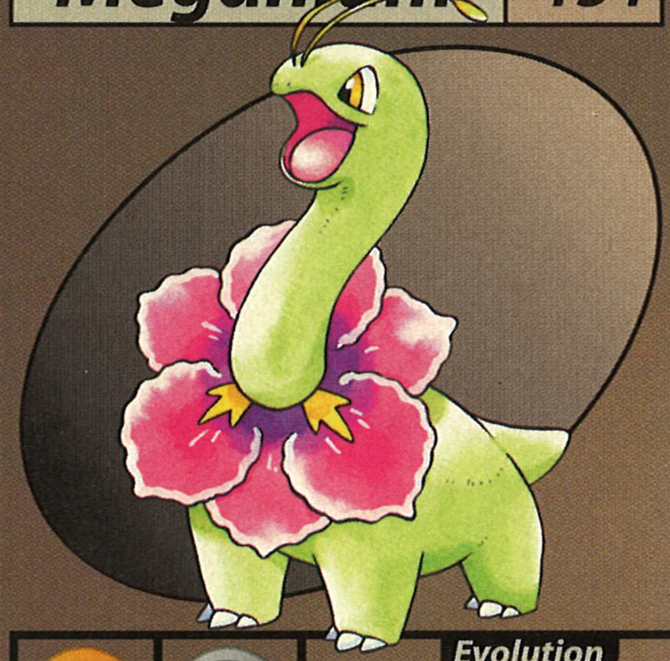
Evolution

Chikorita at level 0 · Bayleef at level 16 · Meganium at level 32

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
start	Growl	-	100	40
	Normal • Reduces opponent's Attack			
8	Razor Leaf	55	95	25
	Grass • Likely to become a critical hit			
12	Reflect	-	-	20
	Psychic • Reduces damage from non-Special attacks			
15	Poison Power	-	75	35
	Poison • Opponent becomes Poisoned			
23	Synthesis	-	-	5
	Grass • Refills HP based on time of day			
31	Body Slam	85	100	15
	Normal • Paralyzes opponent (30% chance)			
39	Light Screen	-	-	30
	Psychic • Reduces damage from Special attacks			
47	Safeguard	-	-	25
	Normal • Protects all Pokémon from status conditions			
55	Solar Beam	120	100	10
	Grass • 2nd turn attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Meganium #154



TYPE 1	TYPE 2
Grass	-

HP	290
ATTACK	200
DEFEND	230
SP. ATK.	200
SP. DEF.	230
SPEED	180

G S

Evolves from Bayleef.

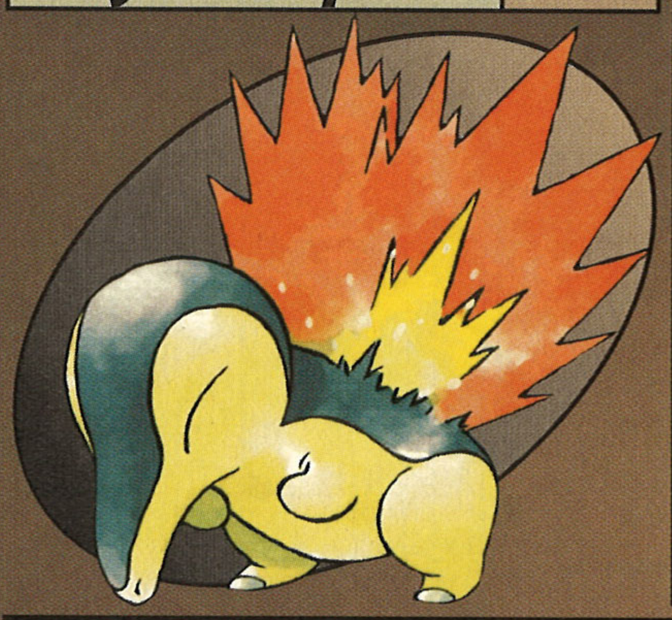
Evolution

Chikorita at level 0 · Bayleef at level 16 · Meganium at level 32

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
start	Growl	-	100	40
	Normal • Reduces opponent's Attack			
8	Razor Leaf	55	95	25
	Grass • Likely to become a critical hit			
12	Reflect	-	-	20
	Psychic • Reduces damage from non-Special attacks			
15	Poison Power	-	75	35
	Poison • Opponent becomes Poisoned			
23	Synthesis	-	-	5
	Grass • Refills HP based on time of day			
31	Body Slam	85	100	15
	Normal • Paralyzes opponent (30% chance)			
41	Light Screen	-	-	30
	Psychic • Reduces damage from Special attacks			
51	Safeguard	-	-	25
	Normal • Protects all Pokémon from status conditions			
61	Solar Beam	120	100	10
	Grass • 2nd turn attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Cyndaquil #155



TYPE 1	TYPE 2
Fire	-

HP	200
ATTACK	120
DEFEND	100
SP. ATK.	140
SP. DEF.	120
SPEED	150

G S

Select at the beginning of the game.

Evolution

Cyndaquil at level 0

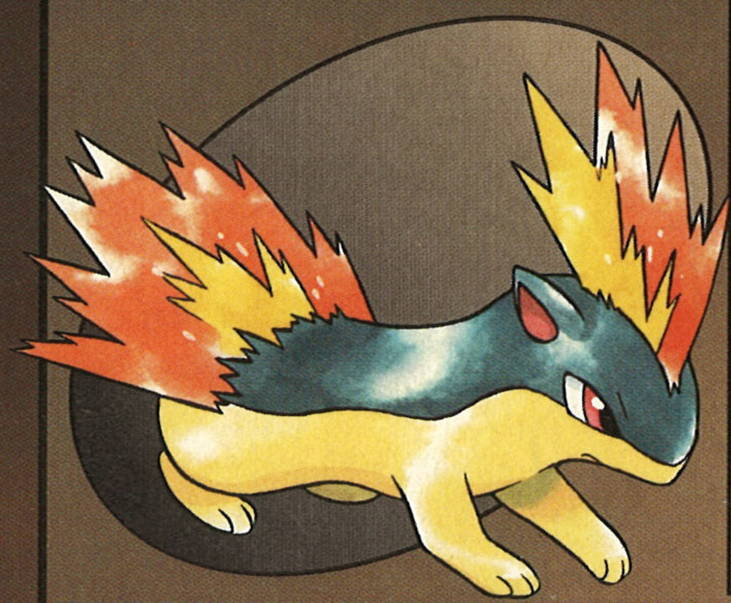
Quilava at level 14

Typhlosion at level 36

LEVEL	Move	PWR.	ACC.	PP
start	Tackle (Normal • No special properties)	35	95	35
start	Leer (Normal • Reduces opponent's Defense)	-	100	30
6	Smokescreen (Normal • Reduces opponent's Accuracy)	-	100	20
12	Ember (Fire • Burns opponent (10% chance))	40	100	25
19	Quick Attack (Normal • Always hits before opponent)	40	100	30
27	Flame Wheel (Fire • Burns opponent (10% chance))	60	100	25
36	Swift (Normal • Always hits opponent)	60	-	20
46	Flamethrower (Fire • Burns opponent (10% chance))	95	100	15

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Quilava #156



TYPE 1	TYPE 2
Fire	-

HP	250
ATTACK	140
DEFEND	140
SP. ATK.	170
SP. DEF.	140
SPEED	190

G S

Evolves from Cyndaquil.

Evolution

Cyndaquil at level 0

Quilava at level 14

Typhlosion at level 36

LEVEL	Move	PWR.	ACC.	PP
start	Tackle (Normal • No special properties)	35	95	35
start	Leer (Normal • Reduces opponent's Defense)	-	100	30
6	Smokescreen (Normal • Reduces opponent's Accuracy)	-	100	20
12	Ember (Fire • Burns opponent (10% chance))	40	100	25
21	Quick Attack (Normal • Always hits before opponent)	40	100	30
31	Flame Wheel (Fire • Burns opponent (10% chance))	60	100	25
42	Swift (Normal • Always hits opponent)	60	-	20
54	Flamethrower (Fire • Burns opponent (10% chance))	95	100	15

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Typhlosion #157

TYPE 1	TYPE 2
Fire	-

HP	290
ATTACK	200
DEFEND	170
SP. ATK.	230
SP. DEF.	180
SPEED	230

G S

Evolves from Quilava.

Evolution

Cyndaquil at level 0

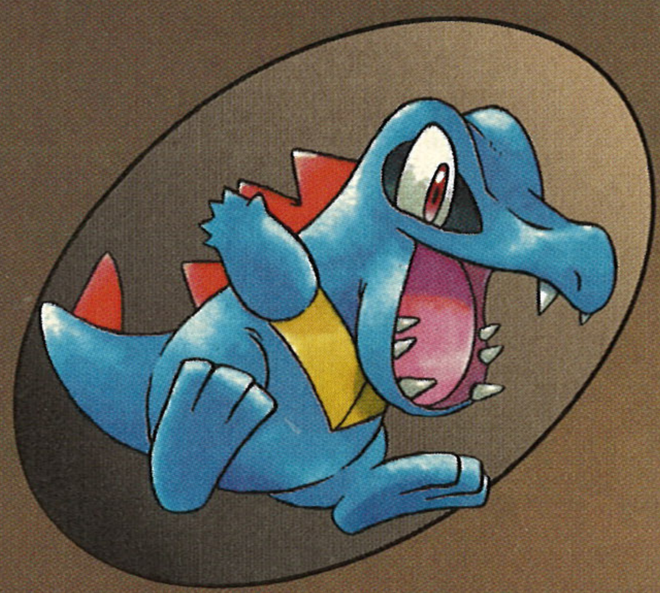
Quilava at level 14

Typhlosion at level 36

LEVEL	Move	PWR.	ACC.	PP
start	Tackle (Normal • No special properties)	35	95	35
start	Leer (Normal • Reduces opponent's Defense)	-	100	30
6	Smokescreen (Normal • Reduces opponent's Accuracy)	-	100	20
12	Ember (Fire • Burns opponent (10% chance))	40	100	25
21	Quick Attack (Normal • Always hits before opponent)	40	100	30
31	Flame Wheel (Fire • Burns opponent (10% chance))	60	100	25
45	Swift (Normal • Always hits opponent)	60	-	20
60	Flamethrower (Fire • Burns opponent (10% chance))	95	100	15

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Totodile #158



TYPE 1	TYPE 2
Water	-

HP	220
ATTACK	150
DEFEND	150
SP. ATK.	110
SP. DEF.	120
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
7	**Rage**	20	100	20
	Normal • Power grows as oppt. is damaged			
13	**Water Gun**	40	100	25
	Water • No special properties			
20	**Bite**	60	100	25
	Dark • Opponent Flinches (30% chance)			
27	**Scary Face**	-	90	10
	Normal • Greatly reduces oppt's Speed			
35	**Slash**	70	100	20
	Normal • No special properties			
43	**Screech**	-	85	40
	Normal • Greatly reduces oppt's Defense			
52	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Select at the beginning of the game.

Evolution

Totodile	Croconaw	Feraligatr
at level 0	at level 18	at level 30

Croconaw #159

TYPE 1	TYPE 2
Water	-

HP	250
ATTACK	180
DEFEND	190
SP. ATK.	150
SP. DEF.	150
SPEED	130

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
7	**Rage**	20	100	20
	Normal • Power grows as oppt. is damaged			
13	**Water Gun**	40	100	25
	Water • No special properties			
21	**Bite**	60	100	25
	Dark • Opponent Flinches (30% chance)			
28	**Scary Face**	-	90	10
	Normal • Greatly reduces oppt's Speed			
37	**Slash**	70	100	20
	Normal • No special properties			
45	**Screech**	-	85	40
	Normal • Greatly reduces oppt's Defense			
55	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

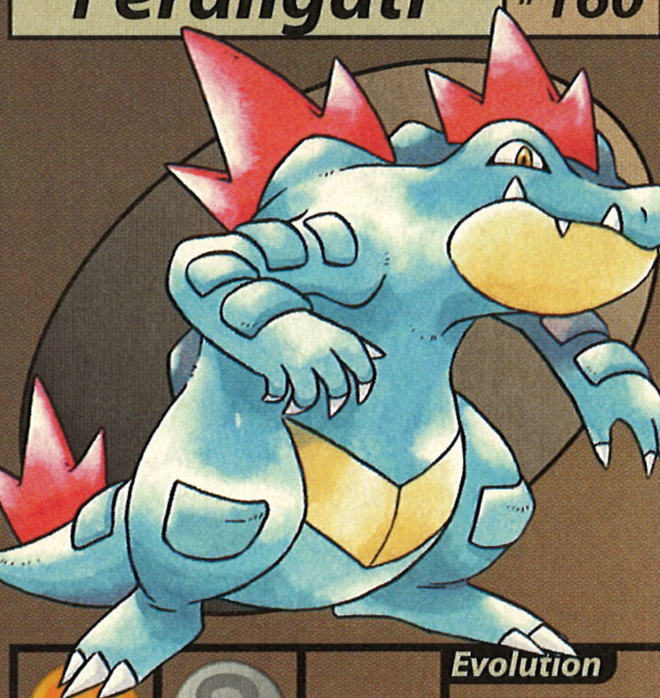
G S

Evolves from Totodile.

Evolution

Totodile	Croconaw	Feraligatr
at level 0	at level 18	at level 30

Feraligatr #160



TYPE 1	TYPE 2
Water	-

HP	300
ATTACK	240
DEFEND	230
SP. ATK.	180
SP. DEF.	180
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
7	**Rage**	20	100	20
	Normal • Power grows as oppt. is damaged			
13	**Water Gun**	40	100	25
	Water • No special properties			
21	**Bite**	60	100	25
	Dark • Opponent Flinches (30% chance)			
28	**Scary Face**	-	90	10
	Normal • Greatly reduces oppt's Speed			
38	**Slash**	70	100	20
	Normal • No special properties			
47	**Screech**	-	85	40
	Normal • Greatly reduces oppt's Defense			
58	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

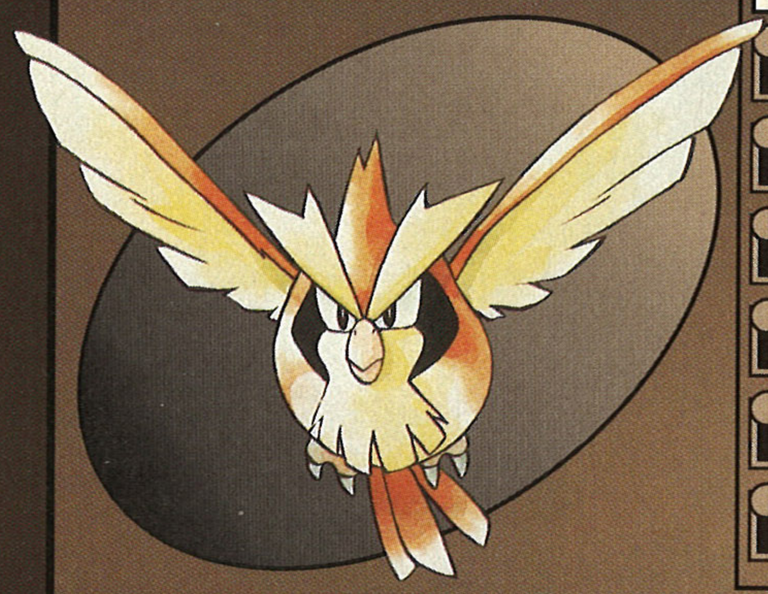
G S

Evolves from Croconaw.

Evolution

Totodile	Croconaw	Feraligatr
at level 0	at level 18	at level 30

Pidgey #16



TYPE 1	TYPE 2
Normal	Flying

HP	200
ATTACK	120
DEFEND	110
SP. ATK.	110
SP. DEF.	110
SPEED	130

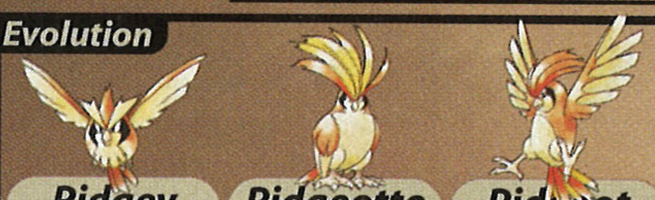
LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
5	**Sand-Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
9	**Gust**	40	100	35
	Flying • No special properties			
15	**Quick Attack**	40	100	30
	Normal • Always hits before opponent			
21	**Whirlwind**	-	100	20
	Normal • Ends battle/forces oppt. to switch			
29	**Wing Attack**	60	100	35
	Flying • No special properties			
37	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
47	**Mirror Move**	-	-	20
	Flying • Hits oppt. with last move you were hit with			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

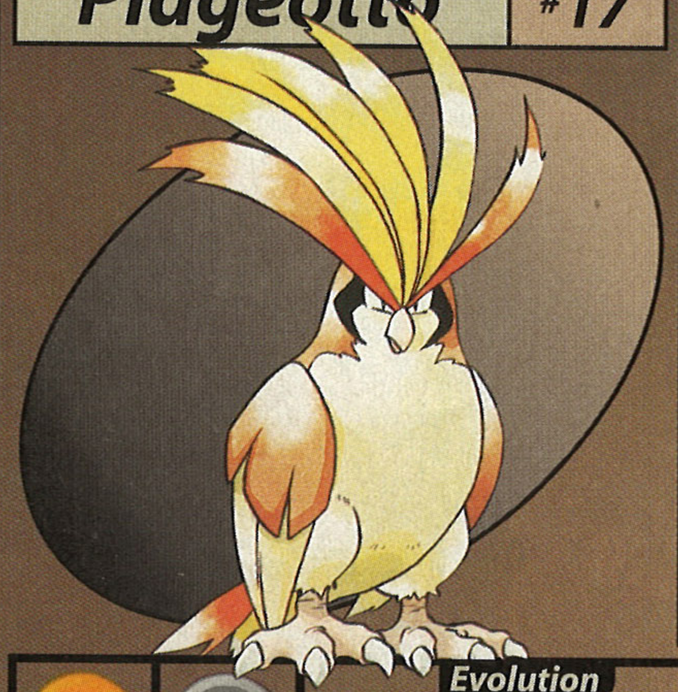
Catch in Route 1, 2, 5, 6, 25, 29, 30, 31, 35-37. Morning and Noon only.

Evolution



Pidgey	Pidgeotto	Pidgeot
at level 0	at level 18	at level 36

Pidgeotto #17



TYPE 1	TYPE 2
Normal	Flying

HP	250
ATTACK	150
DEFEND	140
SP. ATK.	120
SP. DEF.	120
SPEED	160

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
5	**Sand-Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
9	**Gust**	40	100	35
	Flying • No special properties			
15	**Quick Attack**	40	100	30
	Normal • Always hits before opponent			
23	**Whirlwind**	-	100	20
	Normal • Ends battle/forces oppt. to switch			
33	**Wing Attack**	60	100	35
	Flying • No special properties			
43	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
55	**Mirror Move**	-	-	20
	Flying • Hits oppt. with last move you were hit with			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

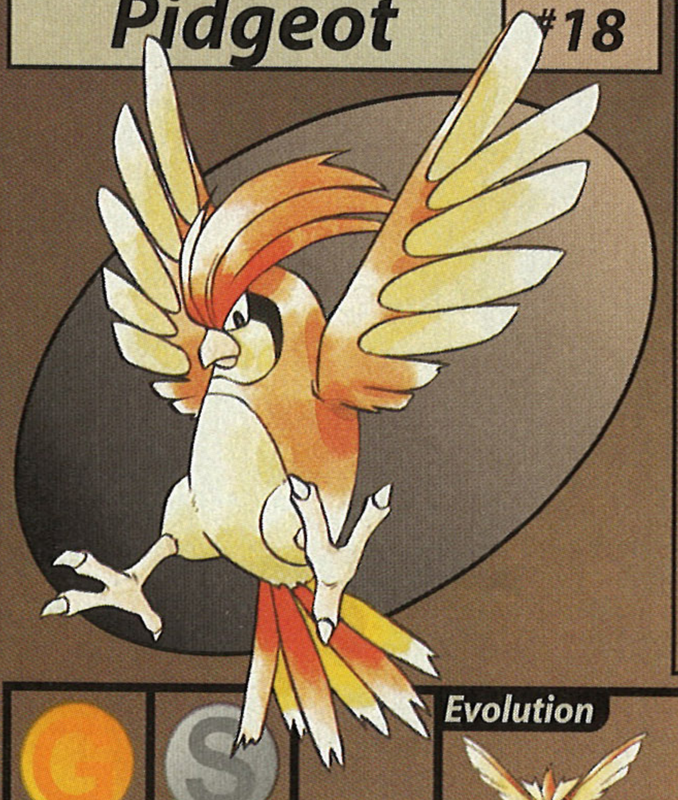
G S

Evolve from Pidgey or Catch in Route 2, 8, 13-15, 25, 37, and 43.

Evolution

Pidgey	Pidgeotto	Pidgeot
at level 0	at level 18	at level 36

Pidgeot #18



TYPE 1	TYPE 2
Normal	Flying

HP	280
ATTACK	180
DEFEND	160
SP. ATK.	150
SP. DEF.	150
SPEED	210

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
5	**Sand-Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
9	**Gust**	40	100	35
	Flying • No special properties			
15	**Quick Attack**	40	100	30
	Normal • Always hits before opponent			
23	**Whirlwind**	-	100	20
	Normal • Ends battle/forces oppt. to switch			
33	**Wing Attack**	60	100	35
	Flying • No special properties			
46	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
61	**Mirror Move**	-	-	20
	Flying • Hits oppt. with last move you were hit with			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

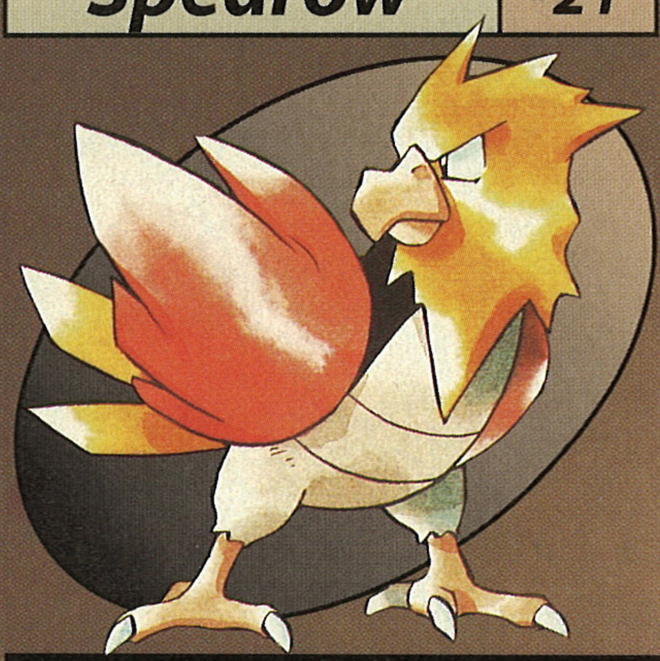
G S

Evolve from Pidgeotto.

Evolution

Pidgey	Pidgeotto	Pidgeot
at level 0	at level 18	at level 36

Spearow #21



TYPE 1	TYPE 2
Normal	Flying

HP	210
ATTACK	150
DEFEND	80
SP. ATK.	80
SP. DEF.	80
SPEED	170

LEVEL	Move	PWR.	ACC.	PP
start	**Peck**	35	100	35
	Flying • No special properties			
start	**Growl**	-	100	40
	Normal • Reduce's opponent's Attack			
7	**Leer**	-	100	30
	Normal • Reduce's opponent's Defense			
13	**Fury Attack**	15	85	20
	Normal • Attacks 2-5 times in one turn			
25	**Pursuit**	40	100	20
	Dark • Does 2X damage if oppt. switches Pokémon			
31	**Mirror Move**	-	-	20
	Flying • Hits oppt. with last move you were hit with			
37	**Drill Peck**	80	100	20
	Flying • No special properties			
43	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Catch in Route 3, 4, 7, 9, 10, 22, 33, 42, and 46 or knock out of Mountain area trees.

Evolution

Spearow at level 0

Fearow at level 20

Fearow #22

TYPE 1	TYPE 2
Normal	Flying

HP	250
ATTACK	200
DEFEND	160
SP. ATK.	140
SP. DEF.	140
SPEED	210

LEVEL	Move	PWR.	ACC.	PP
start	**Peck**	35	100	35
	Flying • No special properties			
start	**Growl**	-	100	40
	Normal • Reduce's opponent's Attack			
7	**Leer**	-	100	30
	Normal • Reduce's opponent's Defense			
13	**Fury Attack**	15	85	20
	Normal • Attacks 2-5 times in one turn			
26	**Pursuit**	40	100	20
	Dark • Does 2X damage if oppt. switches Pokémon			
32	**Mirror Move**	-	-	20
	Flying • Hits oppt. with last move you were hit with			
40	**Drill Peck**	80	100	20
	Flying • No special properties			
47	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Spearow or Catch in Route 9, 10, 16-18, and 22.

Evolution

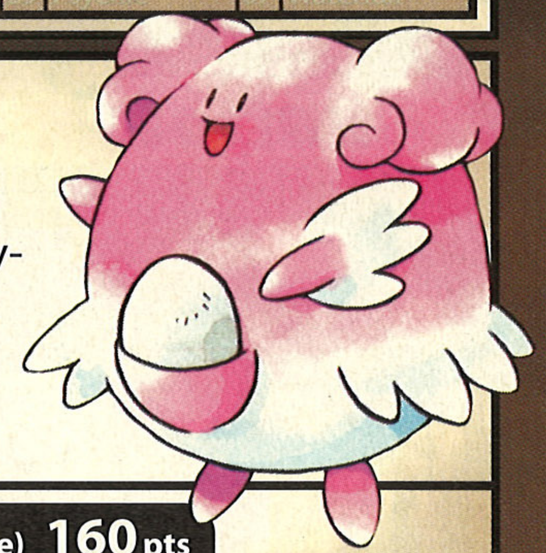
Spearow at level 0

Fearow at level 20

Pokémon Top Five: Hit Points

#1 (tie) 630 pts — Blissey

Chansey and its evolved form, Blissey, tied for top honors in this category. But we're giving the nod to Blissey, since it's a far better Pokémon in other respects.

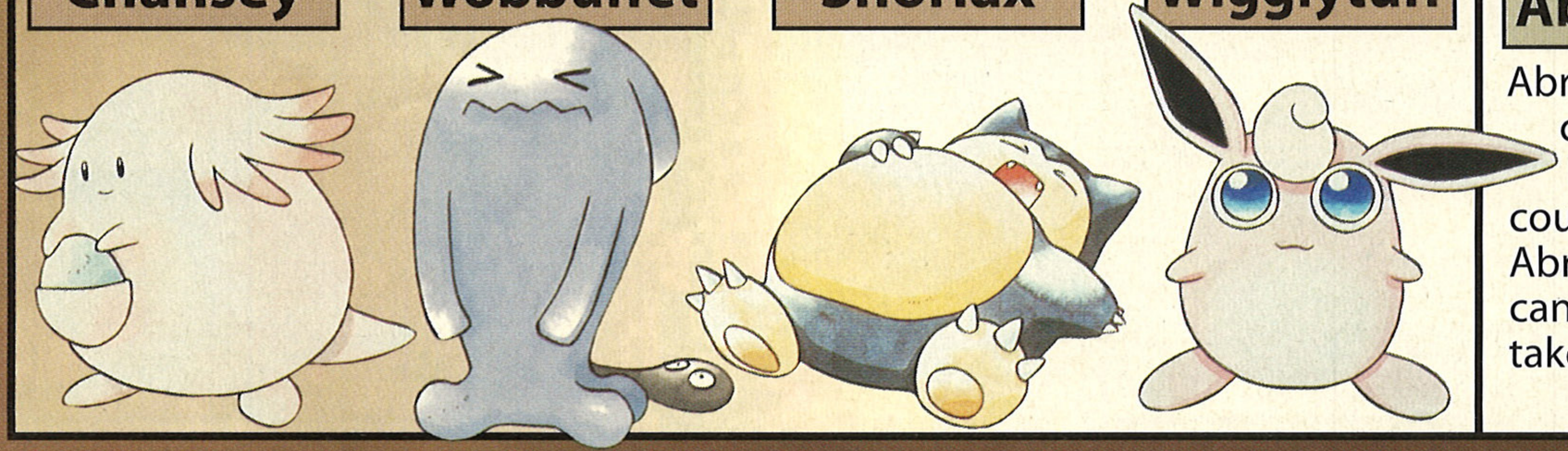


#1 (tie) 630 pts — Chansey

#3 510 pts — Wobbuffet

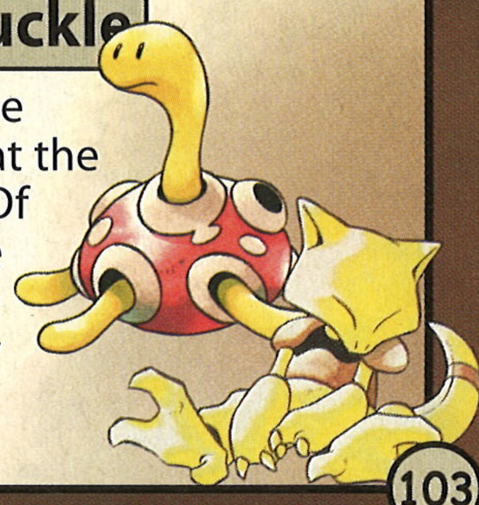
#4 450 pts — Snorlax

#5 400 pts — Wigglytuff

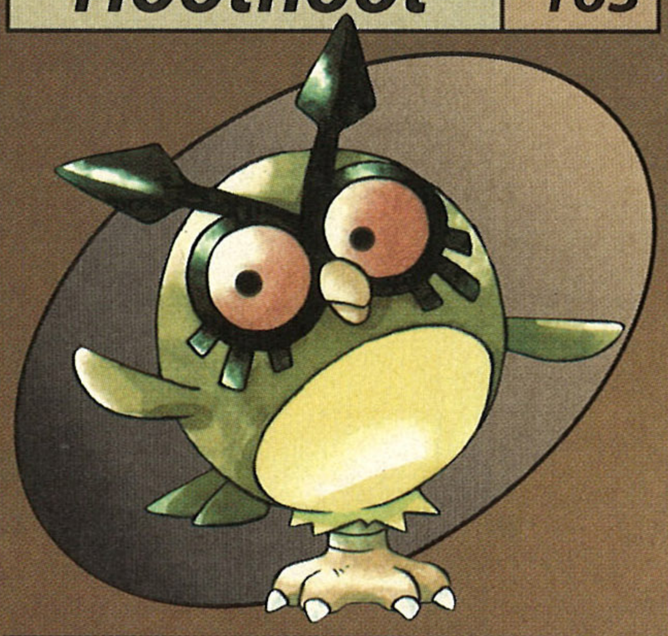


Worst (tie) 160 pts — Abra/Shuckle

Abra has some company at the bottom! Of course, unlike Abra, Shuckle can definitely take a hit.



Hoothoot #163



TYPE 1	TYPE 2
Normal	Flying

HP	240
ATTACK	80
DEFEND	80
SP. ATK.	90
SP. DEF.	130
SPEED	120

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle** (Normal • No special properties)	35	95	35
start	**Growl** (Normal • Reduces opponent's attack)	-	100	40
6	**Foresight** (Normal • Normalizes opponent's Evasion)	-	100	40
11	**Peck** (Flying • No special properties)	35	100	35
16	**Hypnosis** (Psychic • Puts opponent to Sleep)	-	60	20
22	**Reflect** (Psychic • Reduces non-Spec. damage by 1/2 for 5 turns)	-	-	20
28	**Take Down** (Normal • 1/4 of damage dealt is also dealt to user)	90	85	??
34	**Confusion** (Psychic • Confuses opponent 10% success)	50	100	25
48	**Dream Eater** (Psychic •Only hits sleeping opponents)	100	100	15

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

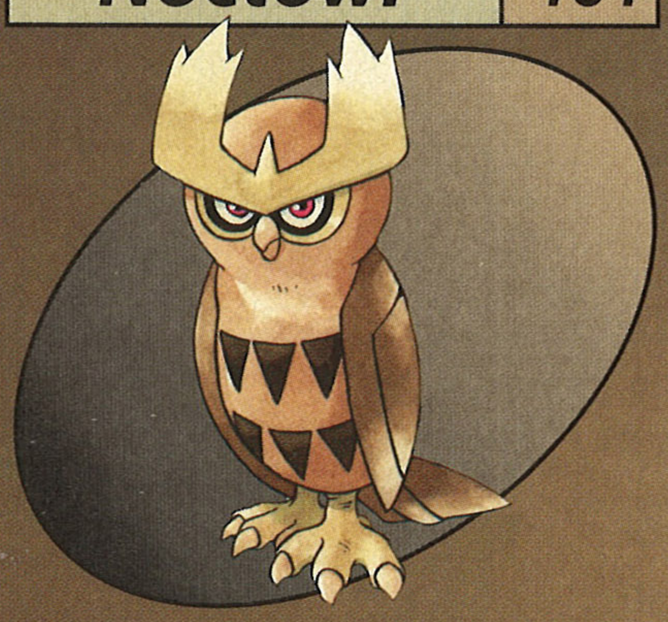
Catch in Route 1, 2, 29-31, 35-37, and the National Park. Night only.

Evolution

Hoothoot at level 0

Noctowl at level 20

Noctowl #164



TYPE 1	TYPE 2
Normal	Flying

HP	330
ATTACK	120
DEFEND	120
SP. ATK.	170
SP. DEF.	210
SPEED	160

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle** (Normal • No special properties)	35	95	35
start	**Growl** (Normal • Reduces opponent's attack)	-	100	40
6	**Foresight** (Normal • Normalizes opponent's Evasion)	-	100	40
11	**Peck** (Flying • No special properties)	35	100	35
16	**Hypnosis** (Psychic • Puts opponent to Sleep)	-	60	20
25	**Reflect** (Psychic • Reduces non-Spec. damage by 1/2 for 5 turns)	-	-	20
33	**Take Down** (Normal • 1/4 of damage dealt is also dealt to user)	90	85	20
41	**Confusion** (Psychic • Confuses opponent 10% success)	50	100	25
57	**Dream Eater** (Psychic •Only hits sleeping opponents)	100	100	15

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Hoothoot or catch in Route 2, 8, 13-15, and 43. Night only.

Evolution

Hoothoot at level 0

Noctowl at level 20

Rattata #019

TYPE 1	TYPE 2
Normal	-

HP	190
ATTACK	150
DEFEND	80
SP. ATK.	60
SP. DEF.	80
SPEED	160

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle** (Normal • No special properties)	35	95	35
start	**Tail Whip** (Normal • Reduces opponent's Defense)	-	100	30
7	**Quick Attack** (Normal • Always hits opponent, regardless of Speed)	40	100	30
13	**Hyper Fang** (Normal • Opponent Flinches (10% success))	80	90	15
20	**Focus Energy** (Normal • Next move will likely be a critical hit)	-	-	30
27	**Pursuit** (Dark • Hits newly changed Pokemon for 2x damage)	40	100	20
34	**Super Fang** (Normal • Reduces opponent's HP by 1/2)	-	90	10

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

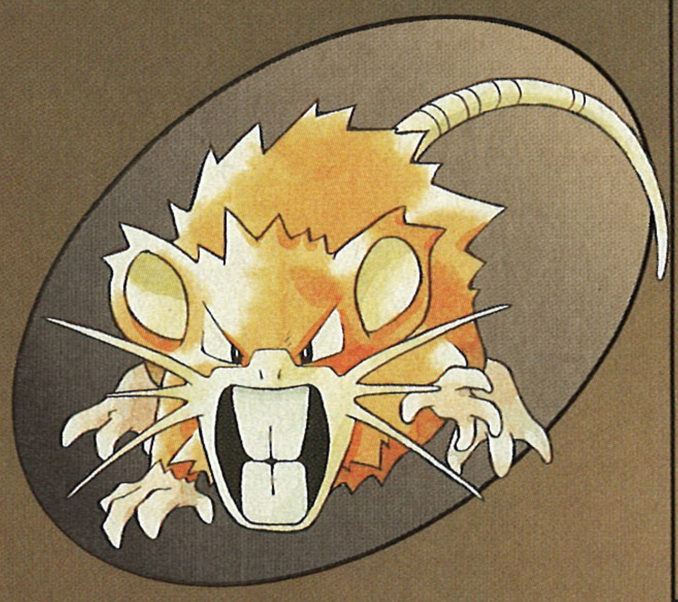
Catch in Route 1, 3, 4, 7, 9, 11, 22, 29-34, 38, 39, 46, etc.

Evolution

Rattata at level 0

Raticate at level 20

Raticate #020



TYPE 1	TYPE 2
Normal	-

HP	240
ATTACK	180
DEFEND	140
SP. ATK.	120
SP. DEF.	160
SPEED	200

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
start	Tail Whip	-	100	30
	Normal • Reduces opponent's Defense			
7	Quick Attack	40	100	30
	Normal • Always hits opponent, regardless of Speed			
13	Hyper Fang	80	90	15
	Normal • Opponent Flinches (10% success)			
20	Scary Face	-	90	10
	Normal • Greatly reduces opponent's Speed			
30	Pursuit	40	100	20
	Dark • Hits newly changed Pokemon for 2x damage			
40	Super Fang	-	90	10
	Normal • Reduces opponent's HP by 1/2			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

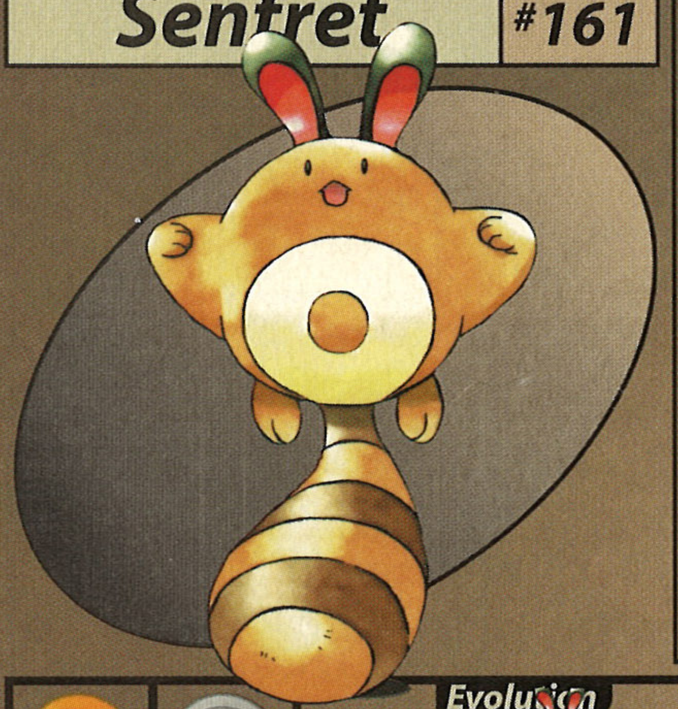
Evolve from Rattata or catch in Route 7, 9, 10, 26, 27, 38, 39, etc.

Evolution

Rattata at level 0

Raticate at level 20

Sentret #161



TYPE 1	TYPE 2
Normal	-

HP	200
ATTACK	120
DEFEND	90
SP. ATK.	80
SP. DEF.	100
SPEED	60

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
5	Defense Curl	-	-	40
	Normal• Raises Defense			
11	Quick Attack	40	100	30
	Normal • Always hits opponent regardless of Speed			
17	Fury Swipes	18	80	15
	Normal • Attacks 2-5 times in one turn			
25	Slam	80	75	20
	Normal • No special properties			
33	Rest	-	-	10
	Psychic • Recovers HP completely			
42	Amnesia	-	-	20
	Psychic • Greatly raises user's Special Defense			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Catch in Route 1 and 29 (morning and day only).

Evolution

Sentret at level 0

Furret at level 15

Furret #162

TYPE 1	TYPE 2
Normal	-

HP	290
ATTACK	170
DEFEND	150
SP. ATK.	110
SP. DEF.	130
SPEED	200

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	40	100	35
	Normal • No special properties			
5	Defense Curl	-	-	40
	Normal• Raises Defense			
11	Quick Attack	40	100	30
	Normal • Always hits opponent regardless of Speed			
18	Fury Swipes	18	80	15
	Normal • Attacks 2-5 times in one turn			
28	Slam	80	75	20
	Normal • No special properties			
38	Rest	-	-	10
	Psychic • Recovers HP completely			
48	Amnesia	-	-	20
	Psychic • Greatly raises user's Special Defense			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

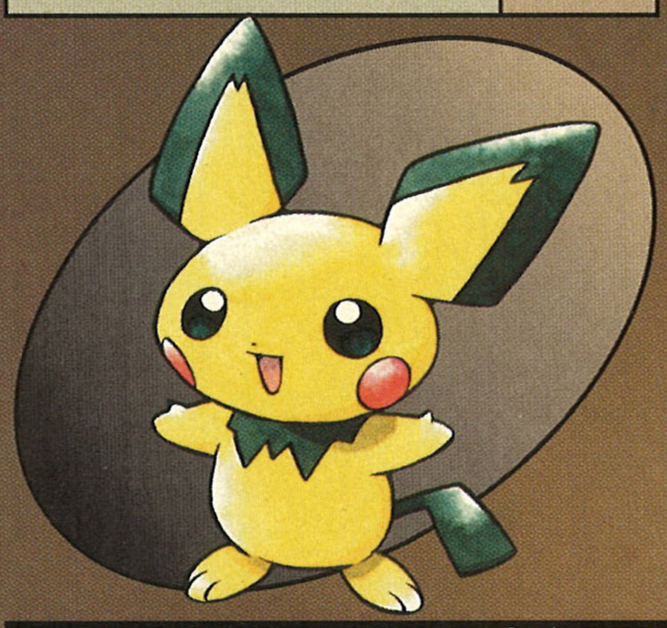
Evolve from Sentret or catch in Route 1.

Evolution

Sentret at level 0

Furret at level 15

Pichu #172



TYPE 1	TYPE 2
Electric	-

HP	170
ATTACK	110
DEFEND	50
SP. ATK.	80
SP. DEF.	80
SPEED	130

LEVEL	Move	PWR.	ACC.	PP
start	**Thunder Shock**	40	100	30
	Electric• Paralyzes opponents (10% success)			
start	**Charm**	-	100	20
	Normal • Greatly reduces opponent's Attack			
6	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Thunder Wave**	-	100	20
	Electric • Paralyzes opponent			
11	**Sweet Kiss**	-	75	10
	Normal • Confuses opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam		HM's
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

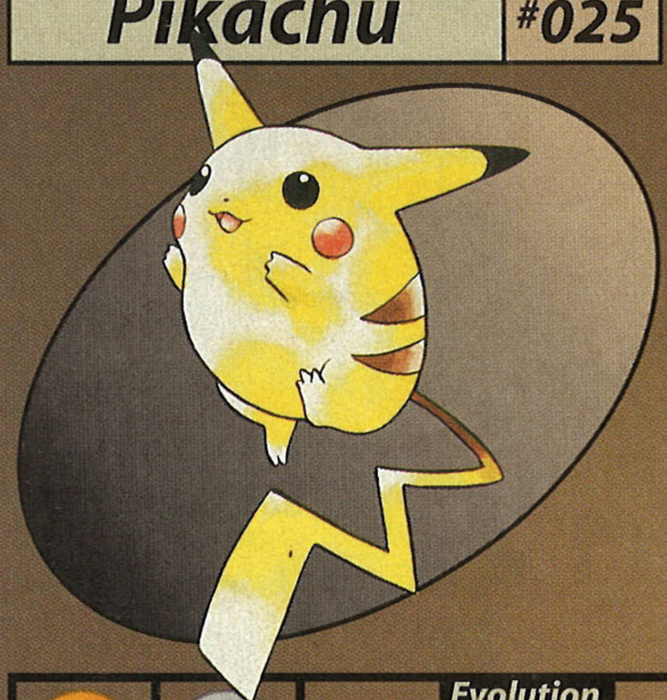
G S

Hatch from egg only.

Evolution

Pichu	Pikachu	Raichu
From Egg	at level 0	Thunderstone

Pikachu #025



TYPE 1	TYPE 2
Electric	-

HP	190
ATTACK	140
DEFEND	80
SP. ATK.	120
SP. DEF.	100
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Thunder Shock**	40	100	30
	Electric• Paralyzes opponents (10% success)			
start	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
6	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Thunder Wave**	-	100	20
	Electric • Paralyzes opponent			
11	**Quick Attack**	40	100	30
	Normal • Always hits before opponent			
15	**Double Team**	-	-	15
	Normal • Raises user's Evasion			
20	**Slam**	80	75	20
	Normal • No special properties			
26	**Thunderbolt**	95	100	15
	Electric • Paralyzes opponent (10% success)			
33	**Agility**	-	-	30
	Psychic• Greatly raises user's Speed			
41	**Thunder**	120	70	10
	Electric • Paralyzes opponent (30% success)			
50	**Light Screen**	-	-	30
	Psychic • Reduces damage from Special by 1/2 for 5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam		HM's
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

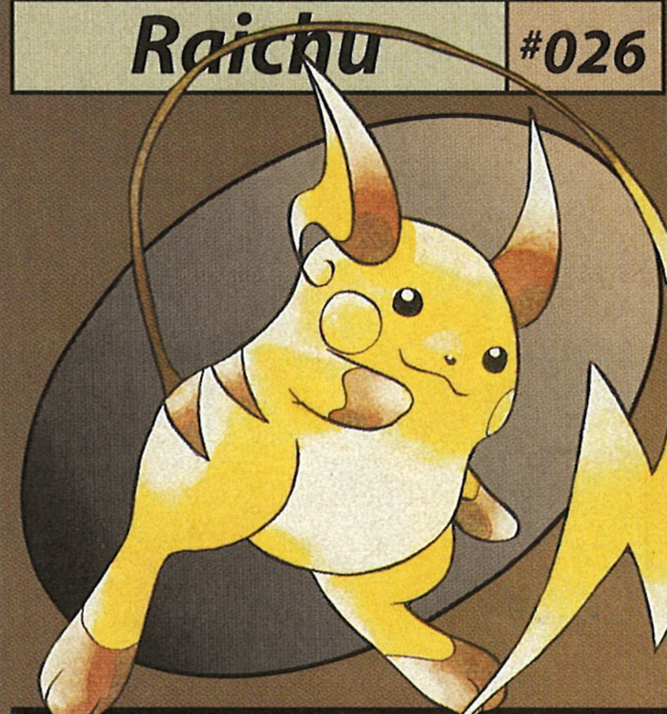
G S

Evolve from Pichu (based on tameness only) or catch in Route 2.

Evolution

Pichu	Pikachu	Raichu
From Egg	at level 0	Thunderstone

Raichu #026



TYPE 1	TYPE 2
Electric	-

HP	240
ATTACK	210
DEFEND	130
SP. ATK.	200
SP. DEF.	180
SPEED	210

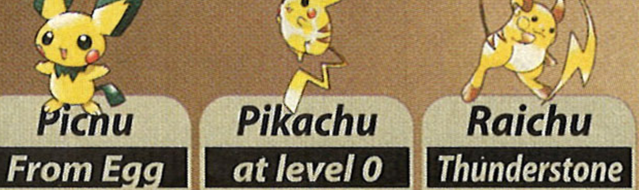
LEVEL	Move	PWR.	ACC.	PP
start	**Thunder Shock**	40	100	30
	Electric• Paralyzes opponents (10% success)			
start	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
start	**Quick Attack**	40	100	30
	Normal • Always hits before opponent			
start	**Thunderbolt**	95	100	15
	Electric • Paralyzes opponent (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam		HM's
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

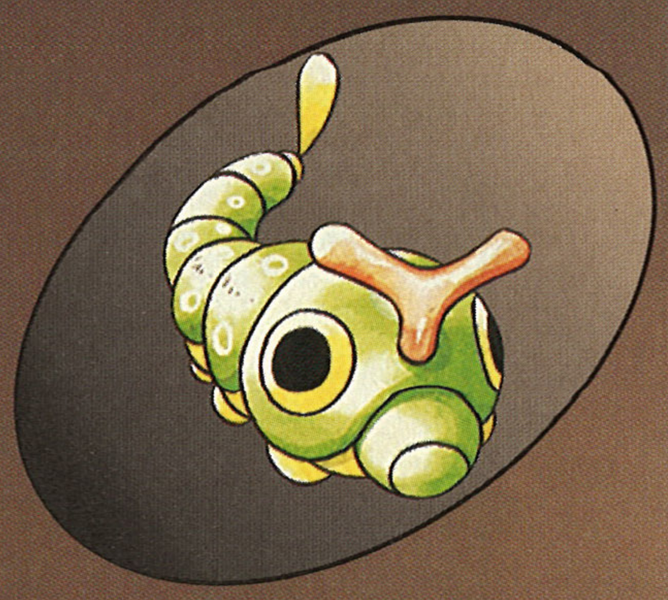
Evolve from Pikachu (with Thunder Stone).

Evolution



Pichu	Pikachu	Raichu
From Egg	at level 0	Thunderstone

Caterpie #010



TYPE 1	TYPE 2
Bug	-

HP	230
ATTACK	80
DEFEND	100
SP. ATK.	50
SP. DEF.	50
SPEED	110

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
start	String Shot	-	95	40
	Bug • Reduces opponent's Speed			

G S

Gold: Catch in Route 2, 30, 31, Ilex Forest. Silver: Catch in National Park.

Evolution

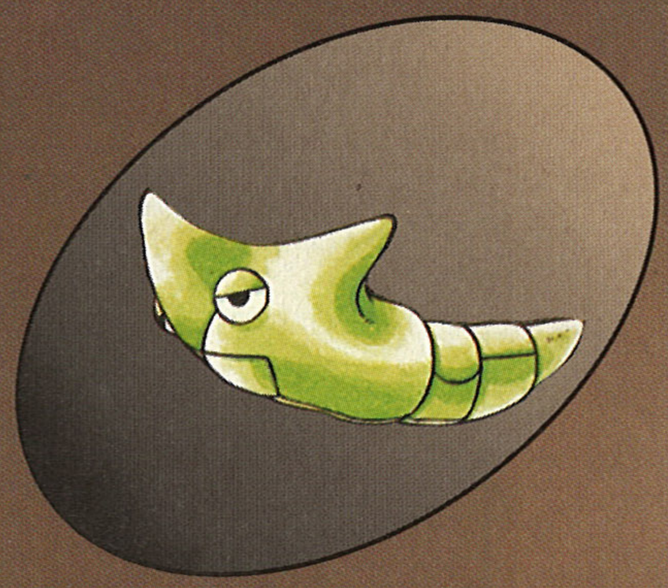
Caterpie at level 0

Metapod at level 7

Butterfree at level 10

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Metapod #011



TYPE 1	TYPE 2
Bug	-

HP	220
ATTACK	70
DEFEND	140
SP. ATK.	80
SP. DEF.	80
SPEED	80

LEVEL	Move	PWR.	ACC.	PP
7	Harden	-	-	30
	Normal • No special properties			

G S

Eolve from Caterpie. Gold: Catch in Route 2, 30, 31, Ilex Forest. Silver: Catch in National Park.

Evolution

Caterpie at level 0

Metapod at level 7

Butterfree at level 10

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Butterfree #012

TYPE 1	TYPE 2
Bug	Flying

HP	260
ATTACK	100
DEFEND	110
SP. ATK.	200
SP. DEF.	200
SPEED	170

LEVEL	Move	PWR.	ACC.	PP
10	Confusion	50	100	25
	Psychic • Confuses opponent (10% success)			
13	Poison Powder	-	75	35
	Poison • Opponent becomes Poisoned			
14	Stun Spore	-	75	30
	Grass • Paralyzes opponent			
15	Sleep Powder	-	75	15
	Grass • Puts opponent to Sleep			
18	Supersonic	-	55	20
	Normal • Confuses opponent			
23	Whirlwind	-	100	20
	Normal • Forces opponent to switch Pokemon			
28	Gust	40	100	35
	Flying • No special properties			
34	Psybeam	65	100	20
	Psychic • Confuses opponent (10% success)			
40	Safeguard	-	-	25
	Normal • Protects from status conditions for 5 turns			

G S

Evolve from Metapod or catch in Route 2 (Gold only) or the National Park.

Evolution

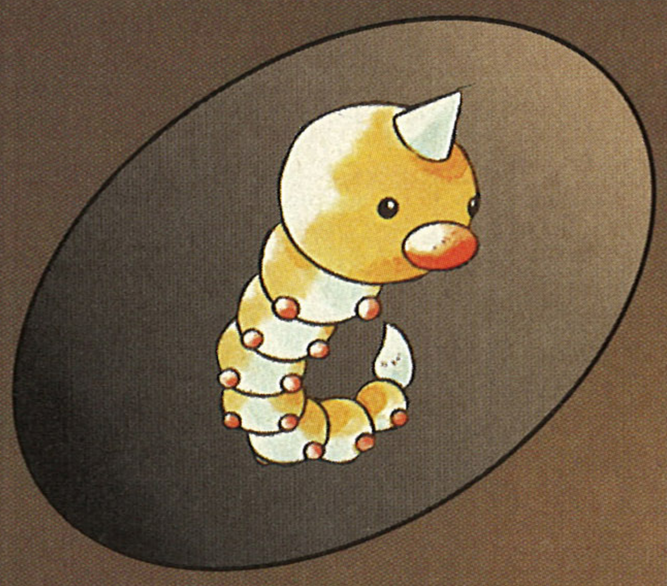
Caterpie at level 0

Metapod at level 7

Butterfree at level 10

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Weedle #013



TYPE 1	TYPE 2
Bug	Poison

HP	200
ATTACK	90
DEFEND	90
SP. ATK.	50
SP. DEF.	50
SPEED	120

LEVEL	Move	PWR.	ACC.	PP
start	**Poison Sting** — Poison • Poisons opponent (30% success)	15	100	35
start	**String Shot** — Bug • Reduces opponent's Speed	-	95	40

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
		33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

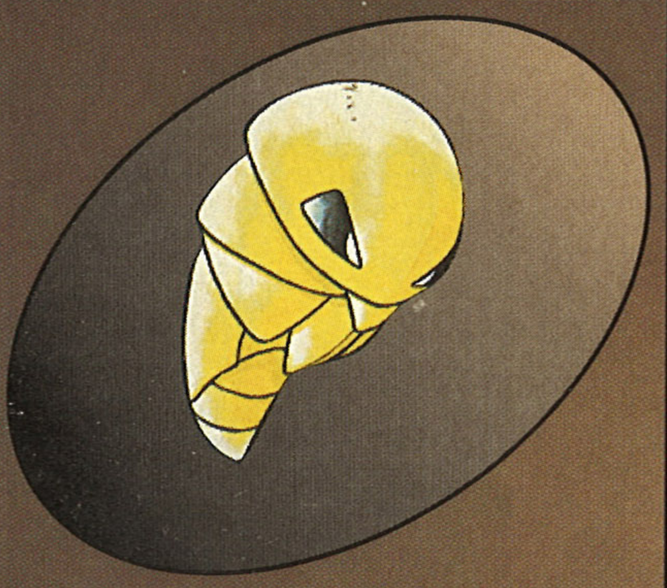
G S

Silver: Catch in Route 2, 30, 31, Ilex Forest. Gold: Catch in National Park.

Evolution

Weedle at level 0 → Kakuna at level 7 → Beedrill at level 10

Kakuna #014



TYPE 1	TYPE 2
Bug	Poison

HP	230
ATTACK	80
DEFEND	130
SP. ATK.	70
SP. DEF.	70
SPEED	90

LEVEL	Move	PWR.	ACC.	PP
7	**Harden** — Normal • Raises user's Defense	-	-	30

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

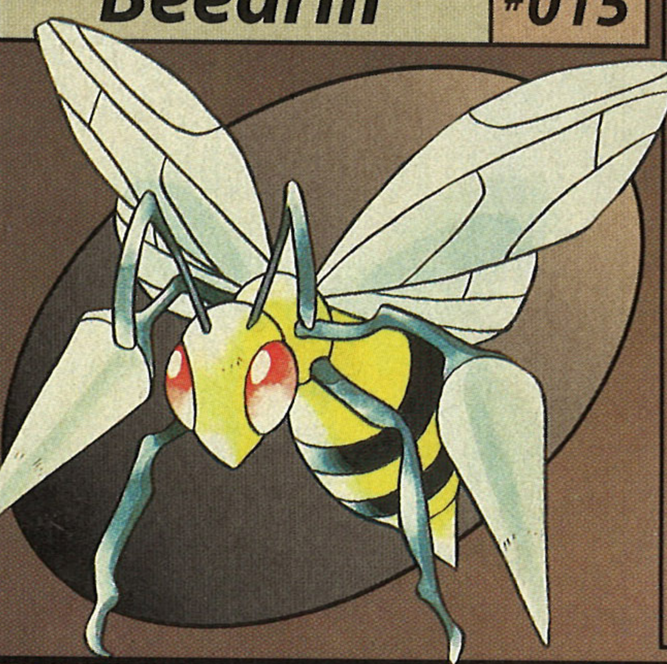
G S

Evolve from Weedle. Silver: Catch in Route 2, 30, 31, Ilex Forest. Gold: Catch in National Park.

Evolution

Weedle at level 0 → Kakuna at level 7 → Beedrill at level 10

Beedrill #015



TYPE 1	TYPE 2
Bug	Poison

HP	260
ATTACK	190
DEFEND	110
SP. ATK.	100
SP. DEF.	170
SPEED	180

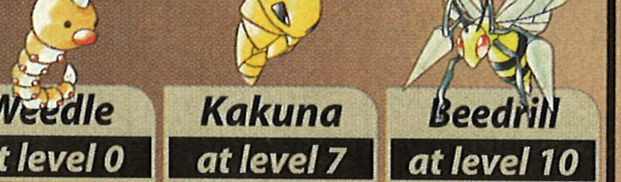
LEVEL	Move	PWR.	ACC.	PP
10	**Fury Attack** — Normal • Attacks 2-5 times in one turn	15	85	20
15	**Focus Energy** — Normal • Next move will likely be a critical hit	-	-	30
20	**Twineedle** — Bug • Attacks twice; Poisons opponent (20% success)	25	100	20
25	**Rage** — Normal • If continuously used, Power grows as user is damaged	20	100	20
30	**Pursuit** — Dark • Hits newly changed Pokemon for 2x damaage	40	100	20
35	**Pin Missile** — Bug • Attacks 2-5 times in one move	14	85	20
40	**Agility** — Psychic • Greatly raises user's speed	-	-	30

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

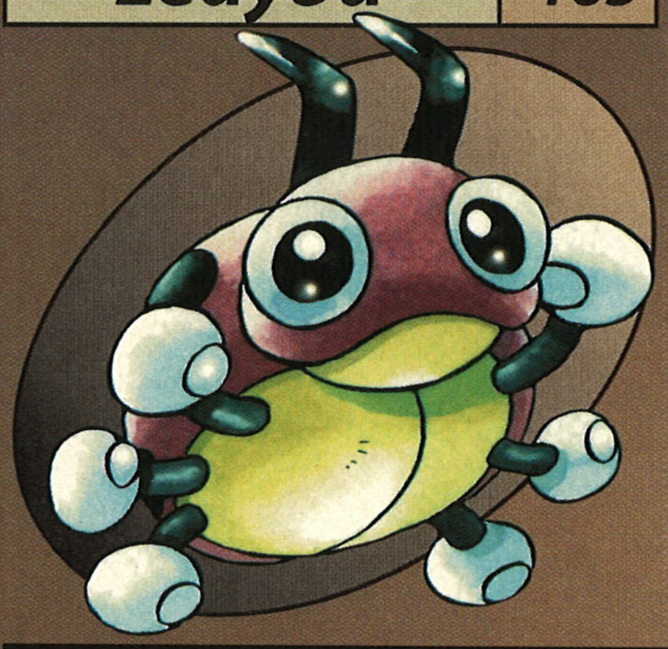
Evolve from Kakuna of catch in Route 2 (Silver only) or the National Park.

Evolution



Weedle at level 0 → Kakuna at level 7 → Beedrill at level 10

Ledyba #165



TYPE 1	TYPE 2
Bug	Flying

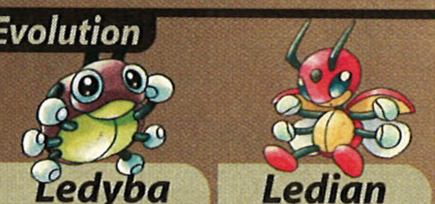
HP	200
ATTACK	70
DEFEND	90
SP. ATK.	100
SP. DEF.	180
SPEED	130

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
8	**Supersonic**	-	55	20
	Normal • Confuses opponent			
15	**Comet Punch**	18	85	15
	Normal • Attacks 2-5 times in one turn			
22	**Light Screen**	-	-	30
	Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns			
22	**Reflect**	-	-	20
	Psychic • Reduces damage from non-Special attacks by 1/2 for 5 turns			
22	**Safeguard**	-	-	25
	Normal • Protects all Pokemon from status conditions for 5 turns			
29	**Baton Pass**	-	-	40
	Normal • Swaps Pokemon			
36	**Swift**	60	-	20
	Normal • Always hits (except Dig, Fly, etc.)			
43	**Agility**	-	-	30
	Psychic• Greatly raises user's Speed			
50	**Double Edge**	120	100	15
	Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

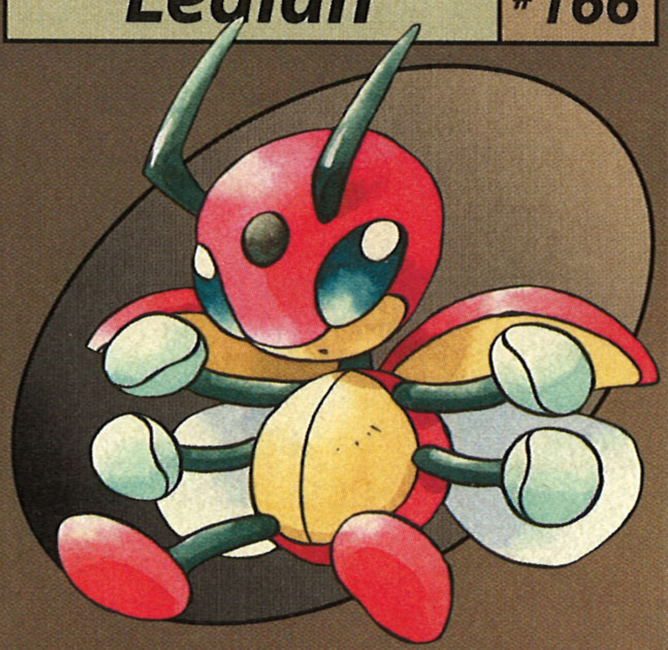
Silver: Catch in Route 2, 30, 31, 37 at morning (Silver only).

Evolution



Ledyba at level 0 — Ledian at level 18

Ledian #166



TYPE 1	TYPE 2
Bug	Flying

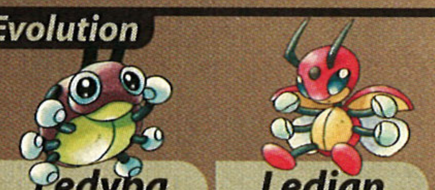
HP	230
ATTACK	80
DEFEND	120
SP. ATK.	140
SP. DEF.	250
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Harden**	35	95	35
	Normal • No special properties			
8	**Supersonic**	-	55	20
	Normal • Confuses opponent			
15	**Comet Punch**	18	85	15
	Normal • Attacks 2-5 times in one turn			
24	**Light Screen**	-	-	30
	Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns			
24	**Reflect**	-	-	20
	Psychic • Reduces damage from non-Special attacks by 1/2 for 5 turns			
24	**Safeguard**	-	-	25
	Normal • Protects all Pokemon from status conditions for 5 turns			
33	**Baton Pass**	-	-	40
	Normal • Swaps Pokemon			
42	**Swift**	60	-	20
	Normal • Always hits (except Dig, Fly, etc.)			
51	**Agility**	-	-	30
	Psychic• Greatly raises user's Speed			
60	**Double Edge**	120	100	15
	Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Evolve from Ledyba or catch in Route 2 at morning (Silver only).

Evolution

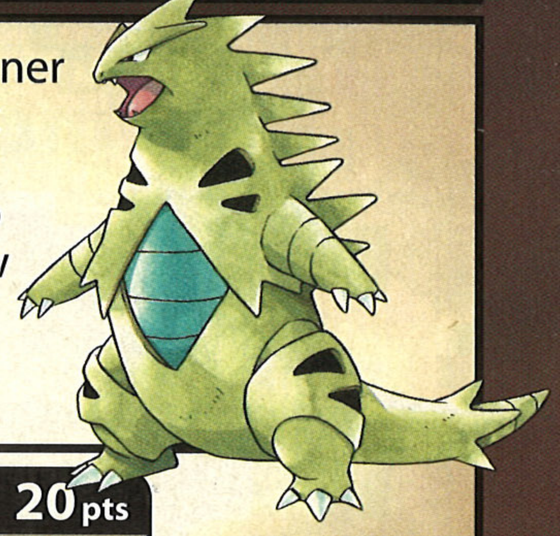


Ledyba at level 0 — Ledian at level 18

Pokémon Top Five-ish: Attack

#1 (tie) 630 pts — Tyranitaur

There's no clear winner in this category, but Tyranitaur certainly looks the coolest, so the prize goes to him. Strong showings for several new Pokémon in this category.

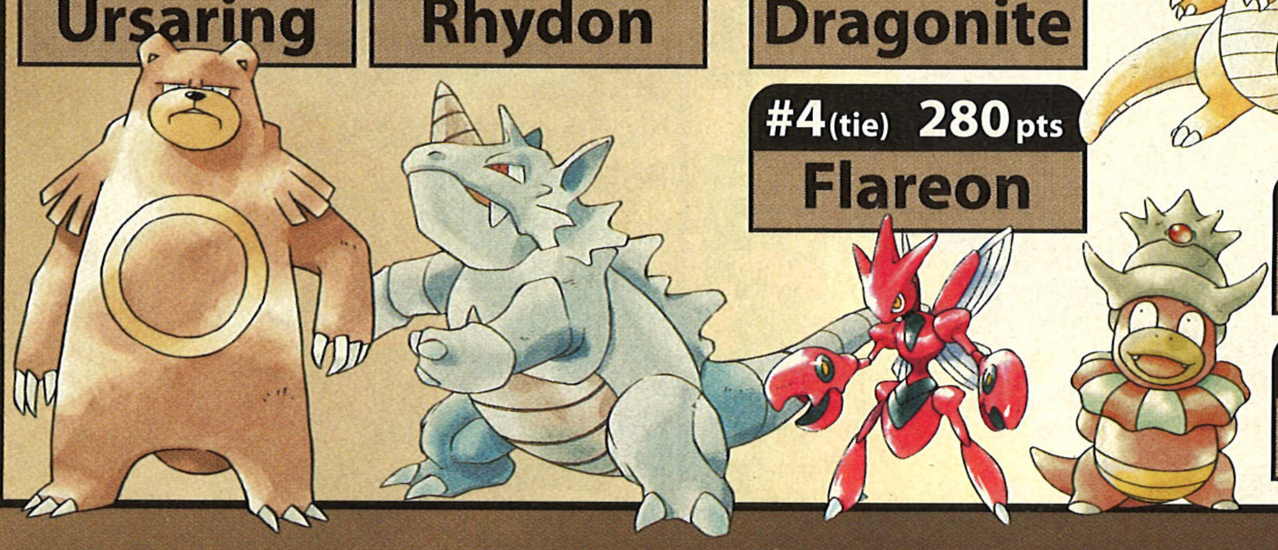


#1 (tie) 290 pts — Ursaring

#1 (tie) 290 pts — Rhydon

#4 (tie) 280 pts — Dragonite

#4 (tie) 280 pts — Flareon

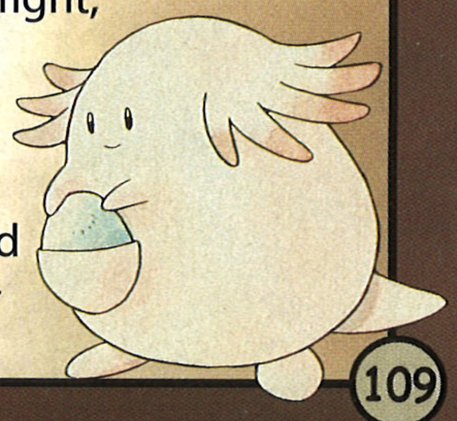


#4 (tie) 280 pts — Scizor

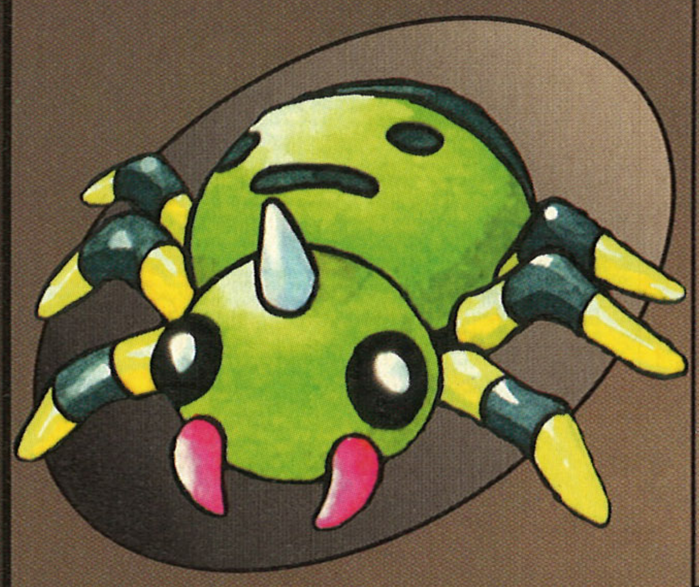
#4 (tie) 280 pts — Slowking

Worst 20 pts — Chansey

It was a close fight, but Chansey barely stole this one away from three-time loser (and two-time winner) Shuckle.



Spinarak #167



TYPE 1	TYPE 2
Bug	Poison

HP	200
ATTACK	150
DEFEND	90
SP. ATK.	110
SP. DEF.	110
SPEED	80

LEVEL	Move	PWR.	ACC.	PP
start	**Poison Sting**	15	100	35
	Poison • Poisons opponent (30% success)			
start	**String Shot**	-	95	40
	Bug • Reduces opponent's Speed			
6	**Scary Face**	-	90	10
	Normal • Greatly reduces opponent's Speed			
11	**Constrict**	10	100	35
	Normal • Reduces opponent's Speed (10% success)			
17	**Night Shade**	-	100	15
	Ghost • Damage of own level regardless of abilities			
23	**Leech Life**	20	100	15
	Bug • Refills HP by half of damage dealt to opponent			
30	**Fury Swipes**	18	80	15
	Normal • Attacks 2-5 times in one turn			
37	**Spider Web**	-	100	10
	Bug • Opponent can't escape while user's in battle			
45	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
53	**Psychic**	90	100	10
	Psychic • Reduces opponent's Special Defense (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
		33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

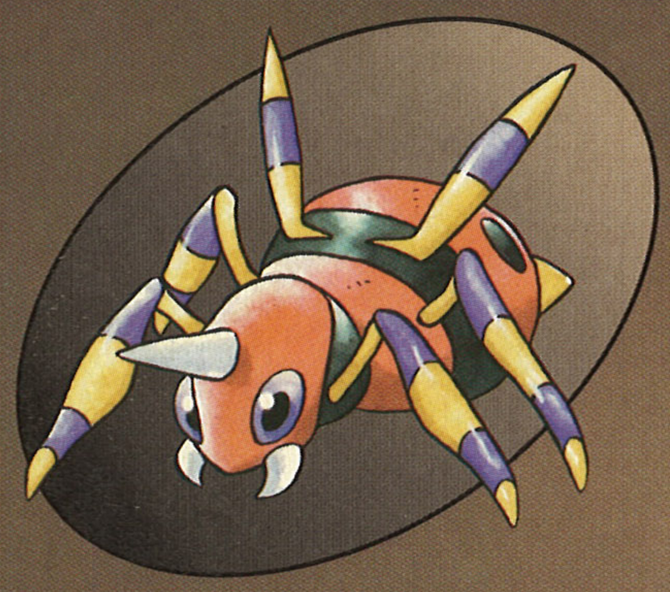
Catch in Route 2, 30, 31, 37 at night (Gold only).

Evolution

Spinarak at level 0

Ariados at level 22

Ariados #168



TYPE 1	TYPE 2
Bug	Poison

HP	220
ATTACK	200
DEFEND	160
SP. ATK.	140
SP. DEF.	140
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Poison Sting**	15	100	35
	Poison • Poisons opponent (30% success)			
start	**String Shot**	-	95	40
	Bug • Reduces opponent's Speed			
6	**Scary Face**	-	90	10
	Normal • Greatly reduces opponent's Speed			
11	**Constrict**	10	100	35
	Normal • Reduces opponent's Speed (10% success)			
17	**Night Shade**	-	100	15
	Ghost • Damage of own level regardless of abilities			
25	**Leech Life**	20	100	15
	Bug • Refills HP by half of damage dealt to opponent			
34	**Fury Swipes**	18	80	15
	Normal • Attacks 2-5 times in one turn			
43	**Spider Web**	-	100	10
	Bug • Opponent can't escape while user's in battle			
53	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
63	**Psychic**	90	100	10
	Psychic • Reduces opponent's Special Defense (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Evolve from Spinarak or catch in Route 2 at night (Gold only).

Evolution

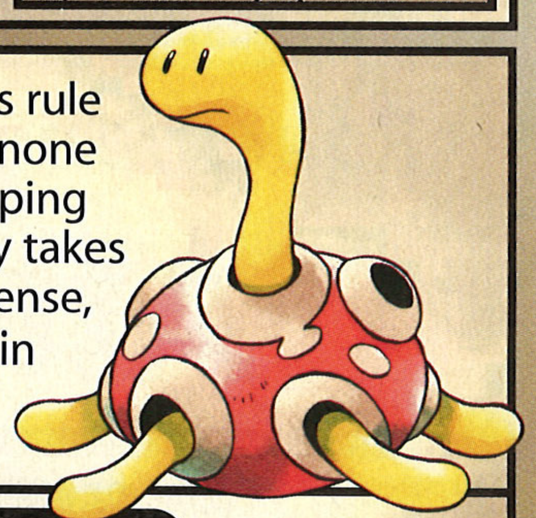
Spinarak at level 0

Ariados at level 22

Pokémon Top Five: Defense

#1 480 pts — Shuckle

Rocky, spiky things rule this category, but none come close to topping Shuckle. This bizarre Pokémon easily takes the gold in Defense and Special Defense, but gets stuck with the booby prize in almost every other category.

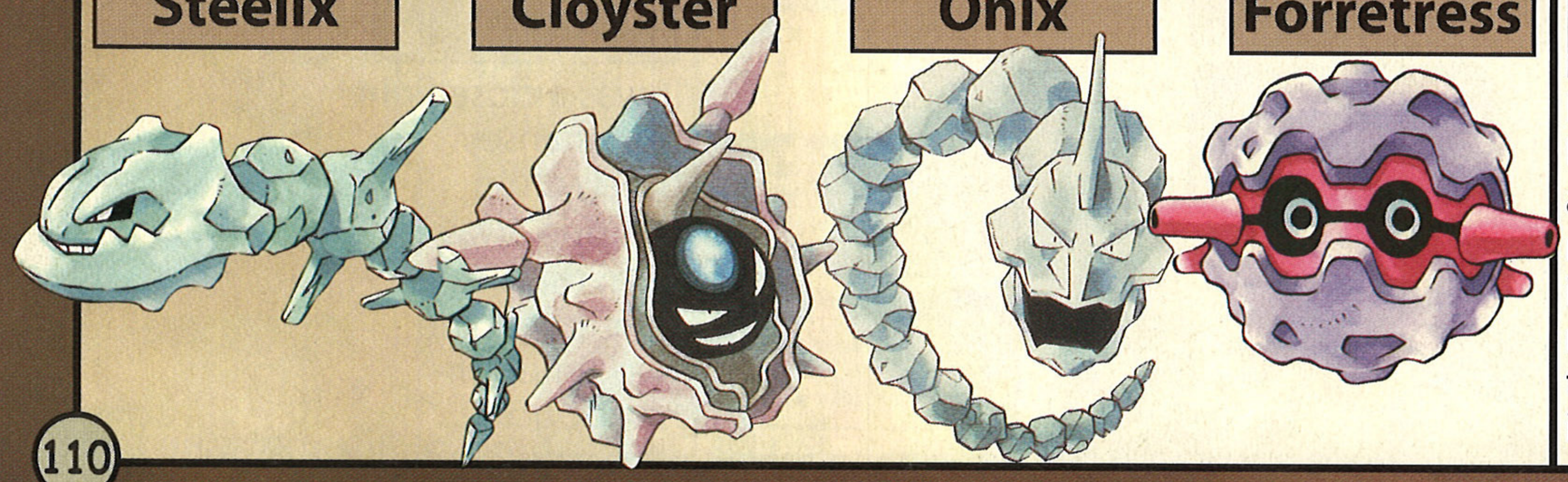


#2 420 pts — Steelix

#3 400 pts — Cloyster

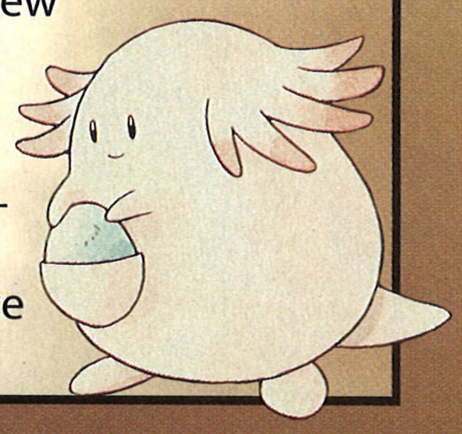
#4 340 pts — Onix

#5 300 pts — Forretress

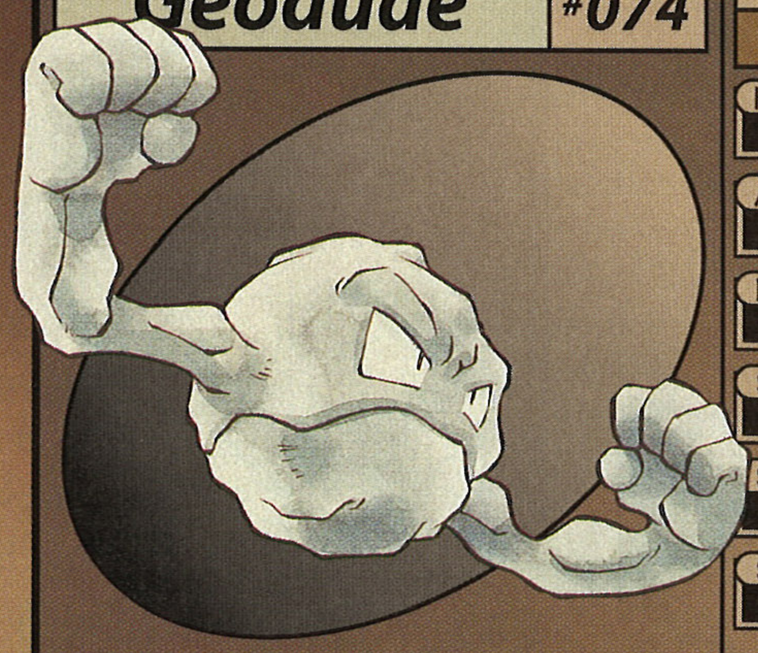


Worst 20 pts — Chansey

None of the new Pokémon are anywhere near Chansey in this category, so it gets this prize twice in a row.



Geodude #074



TYPE 1	TYPE 2
Rock	Ground

HP	220
ATTACK	170
DEFEND	220
SP. ATK.	90
SP. DEF.	90
SPEED	70

G S

Catch in Route 45 & 46, Union Cave, Dark Cave, Mt. Mortar, etc.

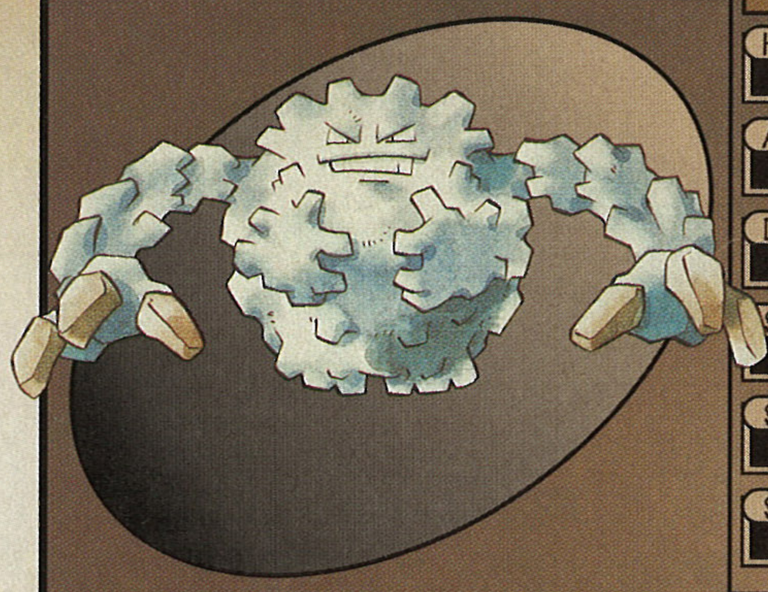
Evolution

Geodude	Graveler	Golem
at level 0	at level 25	Trade

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle** (Normal • No special properties)	35	95	35
6	**Defense Curl** (Normal • Raises Defense)	-	-	40
11	**Rock Throw** (Rock • No special properties)	50	90	15
16	**Magnitude** (Ground• Power randomly changes)	-	100	30
21	**Selfdestruct** (Normal • After using the move, user Faints)	200	100	5
26	**Harden** (Normal • Raises user's Defense)	-	-	30
31	**Rollout** (Rock • Attacks for 5 turns)	30	90	20
36	**Earthquake** (Ground • No special properties)	100	100	10
41	**Explosion** (Normal • After using move, user Faints)	250	100	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Graveler #075



TYPE 1	TYPE 2
Rock	Ground

HP	240
ATTACK	200
DEFEND	250
SP. ATK.	100
SP. DEF.	100
SPEED	80

G S

Evolve from Geodude or catch in Route 45, Dark Cave, Mt. Mortar, etc.

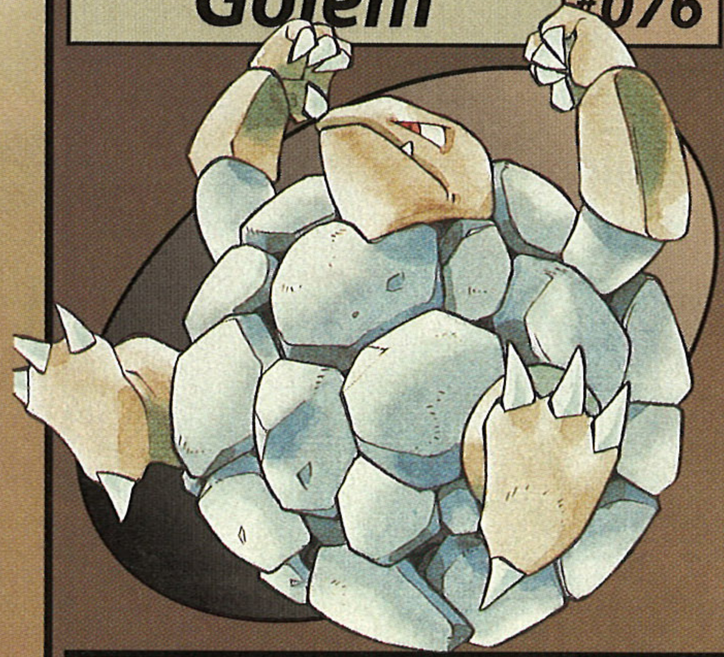
Evolution

Geodude	Graveler	Golem
at level 0	at level 25	Trade

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle** (Normal • No special properties)	35	95	35
6	**Defense Curl** (Normal • Raises Defense)	-	-	40
11	**Rock Throw** (Rock • No special properties)	50	90	15
16	**Magnitude** (Ground• Power randomly changes)	-	100	30
21	**Selfdestruct** (Normal • After using the move, user Faints)	200	100	5
27	**Harden** (Normal • Raises user's Defense)	-	-	30
34	**Rollout** (Rock • Attacks for 5 turns)	30	90	20
41	**Earthquake** (Ground • No special properties)	100	100	10
48	**Explosion** (Normal • After using move, user Faints)	250	100	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Golem #076



TYPE 1	TYPE 2
Rock	Ground

HP	270
ATTACK	250
DEFEND	280
SP. ATK.	140
SP. DEF.	160
SPEED	110

G S

Evolve from Graveler (by trading only).

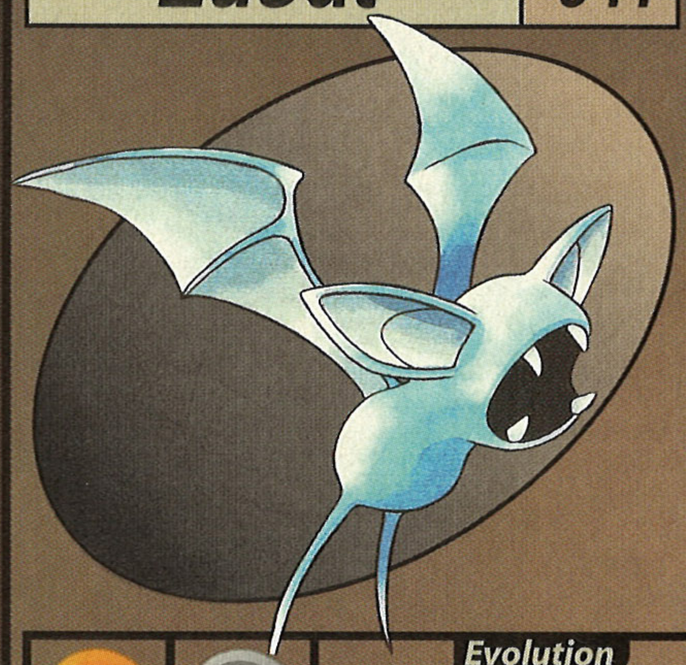
Evolution

Geodude	Graveler	Golem
at level 0	at level 25	Trade

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle** (Normal • No special properties)	35	95	35
6	**Defense Curl** (Normal • Raises Defense)	-	-	40
11	**Rock Throw** (Rock • No special properties)	50	90	15
16	**Magnitude** (Ground• Power randomly changes)	-	100	30
21	**Selfdestruct** (Normal • After using the move, user Faints)	200	100	5
27	**Harden** (Normal • Raises user's Defense)	-	-	30
34	**Rollout** (Rock • Attacks for 5 turns)	30	90	20
41	**Earthquake** (Ground • No special properties)	100	100	10
48	**Explosion** (Normal • After using move, user Faints)	250	100	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Zubat #041



TYPE 1	TYPE 2
Poison	Flying

HP	200
ATTACK	110
DEFEND	100
SP. ATK.	70
SP. DEF.	90
SPEED	120

LEVEL	Move	PWR.	ACC.	PP
start	**Leech Life**	20	100	15
	Bug • Refills HP by half of damage deat to opponent			
6	**Supersonic**	-	55	20
	Normal • Confuses opponent			
12	**Bite**	60	100	25
	Dark • Opponent Flinches (30% success)			
19	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
27	**Wing Attack**	60	100	35
	Flying • No special properties			
36	**Mean Look**	-	100	5
	Normal • Opponent can't escape while user's in battle			
46	**Haze**	-	-	30
	Ice• Cures all status conditions of user and opponent.			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
		33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

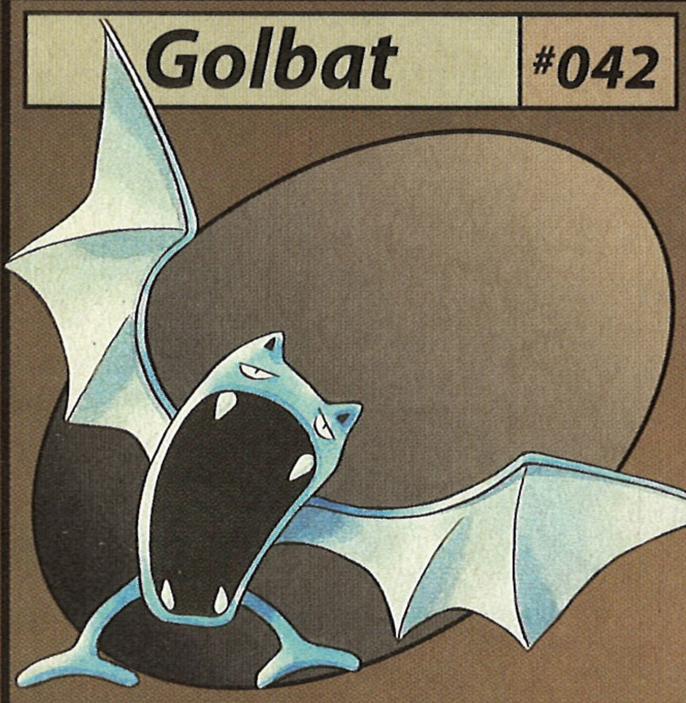
G S

Catch in Route 32, 33, 42, Union Cave, Dark Cave, Ilex Forest, Mt. Mortar, etc.

Evolution

Zubat	Golbat	Crobat
at level 0	at level 22	By Tameness

Golbat #042



TYPE 1	TYPE 2
Poison	Flying

HP	280
ATTACK	170
DEFEND	150
SP. ATK.	160
SP. DEF.	180
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Screech**	-	85	40
	Poison • Poisons opponent (30% success)			
start	**Leech Life**	20	100	15
	Bug • Refills HP by half of damage deat to opponent			
6	**Supersonic**	-	55	20
	Normal • Confuses opponent			
12	**Bite**	60	100	25
	Dark • Opponent Flinches (30% success)			
19	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
30	**Wing Attack**	60	100	35
	Flying • No special properties			
42	**Mean Look**	-	100	5
	Normal • Opponent can't escape while user's in battle			
55	**Haze**	-	-	30
	Ice• Cures all status conditions of user and opponent.			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

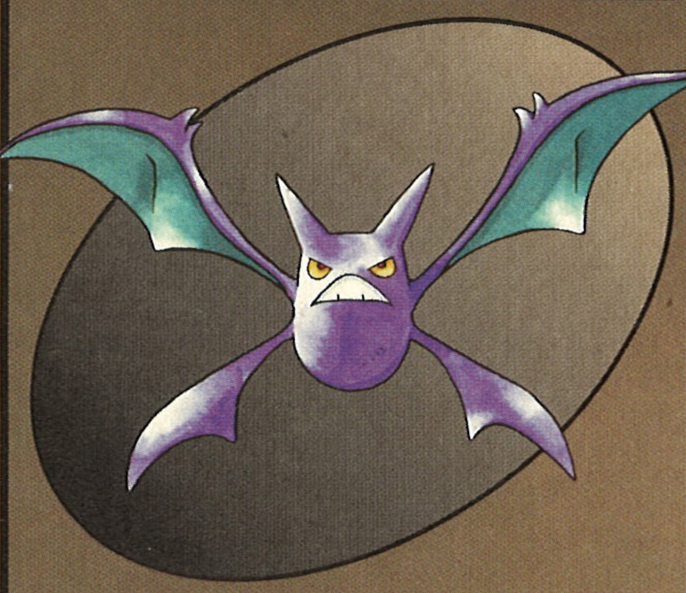
G S

Evolve from Zubat or catch in Union Cave, Dark Cave, Mt. Mortar, etc.

Evolution

Zubat	Golbat	Crobat
at level 0	at level 22	By Tameness

Crobat #169



TYPE 1	TYPE 2
Poison	Flying

HP	300
ATTACK	200
DEFEND	190
SP. ATK.	160
SP. DEF.	180
SPEED	280

LEVEL	Move	PWR.	ACC.	PP
start	**Screech**	-	85	40
	Poison • Poisons opponent (30% success)			
start	**Leech Life**	20	100	15
	Bug • Refills HP by half of damage deat to opponent			
6	**Supersonic**	-	55	20
	Normal • Confuses opponent			
12	**Bite**	60	100	25
	Dark • Opponent Flinches (30% success)			
19	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
30	**Wing Attack**	60	100	35
	Flying • No special properties			
42	**Mean Look**	-	100	5
	Normal • Opponent can't escape while user's in battle			
55	**Haze**	-	-	30
	Ice• Cures all status conditions of user and opponent.			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

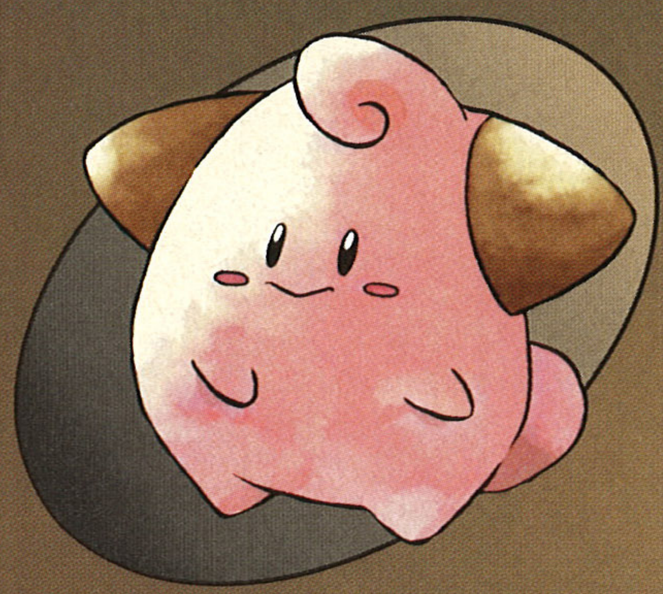
G S

Evolve from Golbat (based on tameness).

Evolution

Zubat	Golbat	Crobat
at level 0	at level 22	By Tameness

Cleffa #173



TYPE 1	TYPE 2
Normal	-

HP	230
ATTACK	70
DEFEND	70
SP. ATK.	110
SP. DEF.	130
SPEED	50

LEVEL	Move	PWR.	ACC.	PP
start	**Pound**	40	100	35
	Normal • No special properties			
start	**Charm**	-	100	20
	Normal • Greatly reduces opponent's Attack			
4	**Encore**	-	100	5
	Normal • Opponent must repeat last attack 2-5 times			
8	**Sing**	-	55	15
	Normal • Puts opponent to Sleep			
13	**Sweet Kiss**	-	75	10
	Normal • Confuses opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

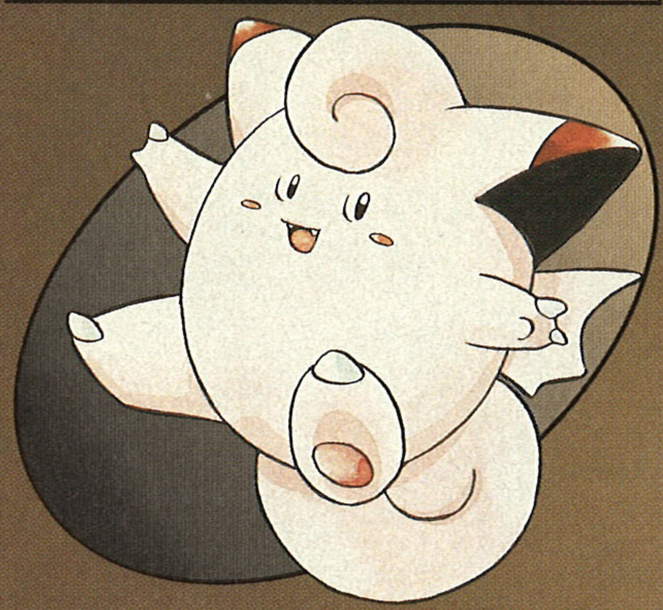
G S

Hatch from egg only.

Evolution

Cleffa (From Egg) → Clefairy (at level 0) → Clefable (Moonstone)

Clefairy #035



TYPE 1	TYPE 2
Normal	-

HP	270
ATTACK	120
DEFEND	130
SP. ATK.	150
SP. DEF.	160
SPEED	80

LEVEL	Move	PWR.	ACC.	PP
start	**Growl**	40	100	35
	Normal • Reduces opponent's Attack			
start	**Pound**	40	100	35
	Normal • No special properties			
4	**Encore**	-	100	5
	Normal • Opponent must repeat last attack 2-5 times			
8	**Sing**	-	55	15
	Normal • Puts opponent to Sleep			
13	**Doubleslap**	15	85	10
	Normal • Attacks 2-5 times in one turn			
19	**Minimize**	-	-	20
	Normal • Raises user's Evasion			
26	**Defense Curl**	-	-	40
	Normal • Raises Defense			
34	**Metronome**	-	-	10
	Normal • Uses a randomly selected technique			
43	**Moonlight**	-	-	5
	Normal • Refills HP			
53	**Light Screen**	-	-	30
	Psychic • Reduces damage from Special attacks by 1/2 for 5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

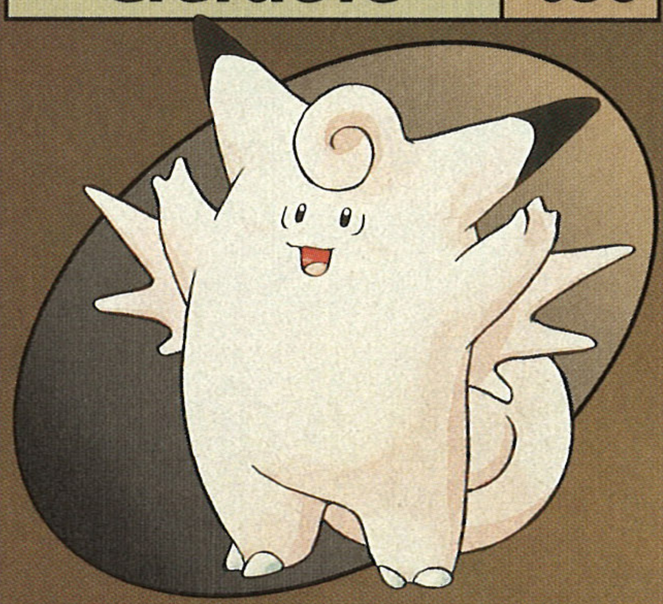
G S

Evolve from Cleffa (based on tameness) or catch in Mt. Moon.

Evolution

Cleffa (From Egg) → Clefairy (at level 0) → Clefable (Moonstone)

Clefable #036



TYPE 1	TYPE 2
Normal	-

HP	300
ATTACK	170
DEFEND	170
SP. ATK.	200
SP. DEF.	210
SPEED	150

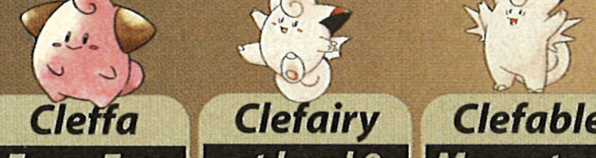
LEVEL	Move	PWR.	ACC.	PP
start	**Sing**	-	55	15
	Normal • Puts opponent to Sleep			
start	**Doubleslap**	15	85	10
	Normal • Attacks 2-5 times in one turn			
start	**Metronome**	-	-	10
	Normal • Uses a randomly selected technique			
start	**Moonlight**	-	-	5
	Normal • Refills HP			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

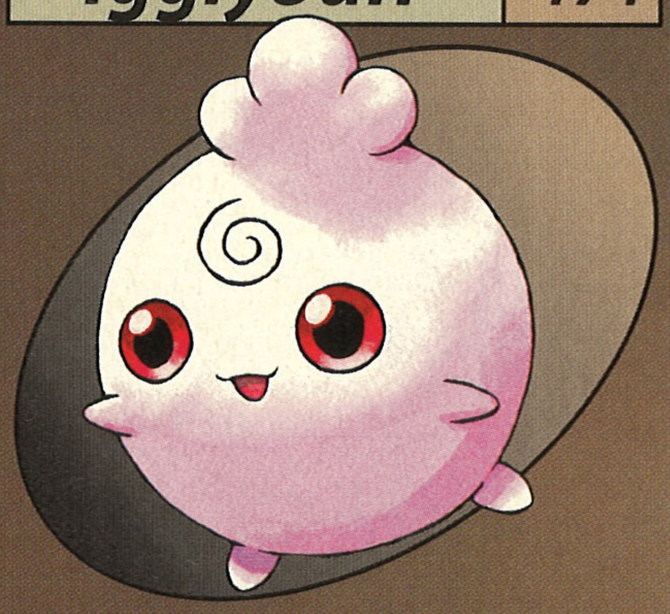
Evolve from Clefairy (with Moon Stone).

Evolution



Cleffa (From Egg) → Clefairy (at level 0) → Clefable (Moonstone)

Igglybuff #174



TYPE 1	TYPE 2
Normal	-

HP	300
ATTACK	80
DEFEND	50
SP. ATK.	100
SP. DEF.	60
SPEED	50

LEVEL	Move	PWR.	ACC.	PP
start	**Sing**	-	55	15
	Normal • Puts opponent to Sleep			
start	**Charm**	-	100	20
	Normal • Greatly reduces opponent's Attack			
4	**Defense Curl**	-	-	40
	Normal • Raises Defense			
9	**Pound**	40	100	35
	Normal • No special properties			
14	**Sweet Kiss**	-	75	10
	Normal • Confuses opponent			

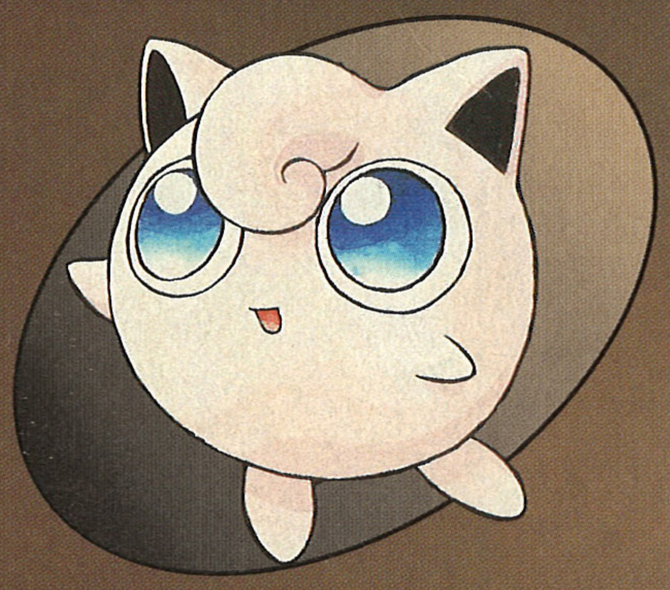
01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam		HM's
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Hatch from egg only.

Evolution

Igglybuff	Jigglypuff	Wigglytuff
From Egg	at level 0	Moonstone

Jigglypuff #039



TYPE 1	TYPE 2
Normal	-

HP	390
ATTACK	110
DEFEND	50
SP. ATK.	100
SP. DEF.	60
SPEED	60

LEVEL	Move	PWR.	ACC.	PP
start	**Sing**	-	55	15
	Normal • Puts opponent to Sleep			
4	**Defense Curl**	-	-	40
	Normal • Raises Defense			
9	**Pound**	40	100	35
	Normal • No special properties			
14	**Disable**	-	55	20
	Normal • Disable last move used for a few turns			
19	**Rollout**	30	90	20
	Normal • Attacks for 5 turns; Power increases each turn until misses			
24	**Doubleslap**	15	85	10
	Normal • Attacks 2-5 times in one turn			
29	**Rest**	-	-	10
	Normal • Recovers HP completely			
34	**Body Slam**	85	100	15
	Normal • Paralyzes opponent (30% success)			
39	**Double Edge**	120	100	15
	Psychic • 1/4 of damage is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam		HM's
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Evolve from Igglybuff (based on tameness) or catch in Route 3 or 4

Evolution

Igglybuff	Jigglypuff	Wigglytuff
From Egg	at level 0	Moonstone

Wigglytuff #040

TYPE 1	TYPE 2
Normal	-

HP	420
ATTACK	160
DEFEND	120
SP. ATK.	170
SP. DEF.	120
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Sing**	-	55	15
	Normal • Puts opponent to Sleep			
start	**Disable**	-	55	20
	Normal • Disable last move used for a few turns			
start	**Defense Curl**	-	-	40
	Normal • Raises Defense			
start	**Doubleslap**	15	85	10
	Normal • Attacks 2-5 times in one turn			

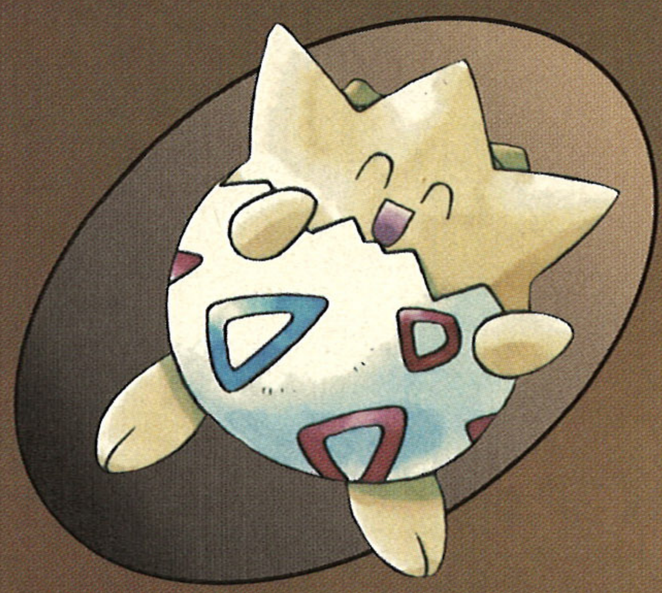
01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam		HM's
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Evolve from Jigglypuff (with Moon Stone).

Evolution

Igglybuff	Jigglypuff	Wigglytuff
From Egg	at level 0	Moonstone

Togepi #175



TYPE 1	TYPE 2
Normal	-

HP	190
ATTACK	50
DEFEND	150
SP. ATK.	100
SP. DEF.	150
SPEED	60

LEVEL	Move	PWR.	ACC.	PP
start	**Growl** — Normal • Reduces opponent's Attack	-	100	40
start	**Charm** — Normal • Greatly reduces opponent's Attack	-	100	20
7	**Metronome** — Normal • Uses a randomly selected technique	-	-	10
18	**Sweet Kiss** — Normal • Confuses opponent	-	75	10
25	**Encore** — Normal • Opponent must repeat last attack 2-5 times	-	100	5
31	**Safeguard** — Normal • Protects all from status conditions for 5 turns	-	-	25
38	**Double-Edge** — Normal • 1/4 of damage is also dealt to user	120	100	15

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

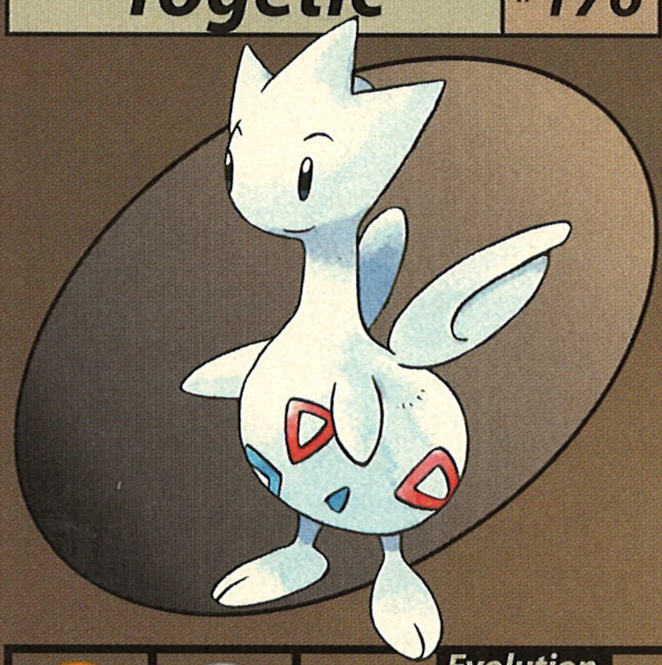
Hatch from Mystery Egg.

Evolution

Togepi — From Egg

Togetic — By Tameness

Togetic #176



TYPE 1	TYPE 2
Normal	Flying

HP	230
ATTACK	100
DEFEND	190
SP. ATK.	180
SP. DEF.	230
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Growl** — Normal • Reduces opponent's Attack	-	100	40
start	**Charm** — Normal • Greatly reduces opponent's Attack	-	100	20
7	**Metronome** — Normal • Uses a randomly selected technique	-	-	10
18	**Sweet Kiss** — Normal • Confuses opponent	-	75	10
25	**Encore** — Normal • Opponent must repeat last attack 2-5 times	-	100	5
31	**Safeguard** — Normal • Protects all from status conditions for 5 turns	-	-	25
38	**Double-Edge** — Normal • 1/4 of damage is also dealt to user	120	100	15

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Evolve from Togepi (based on tameness).

Evolution

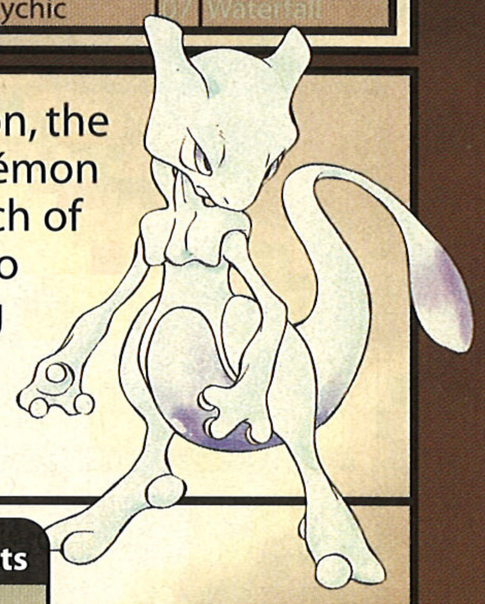
Togepi — From Egg

Togetic — By Tameness

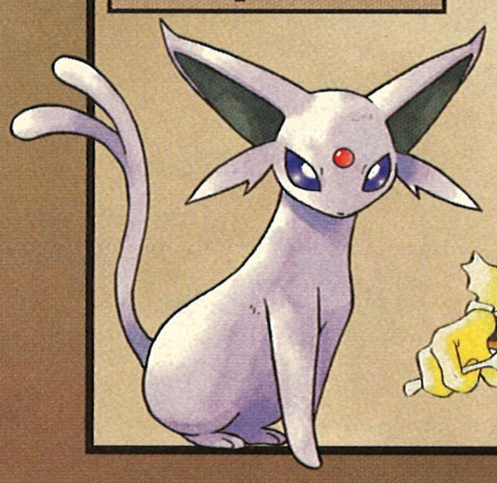
Pokémon Top Five or So: Special Attack

#1 340 pts — Mewtwo

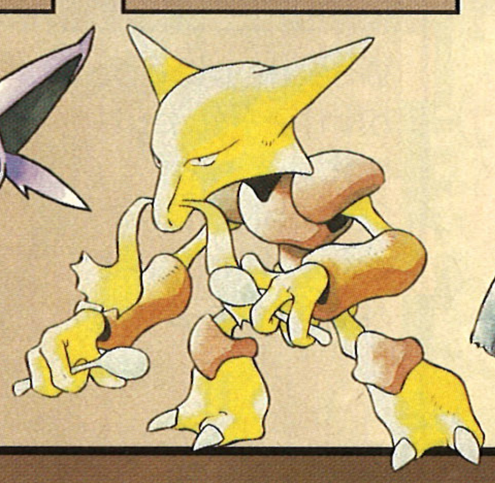
Outside of Espeon, the new crop of Pokémon hasn't made much of an impact in this category. Mewtwo wins with ease, once again. The big surprise is Exeggutor squeaking in at #5... It got a big boost from Special being split into two stats.



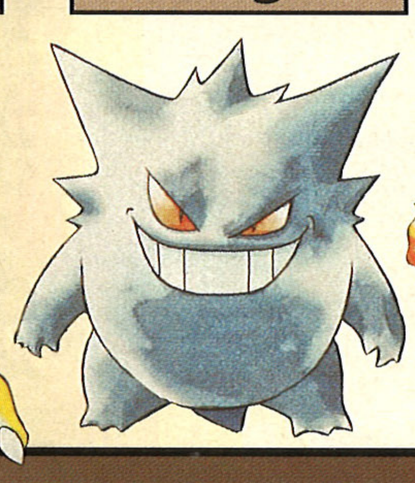
#2 (tie) 280 pts — Espeon



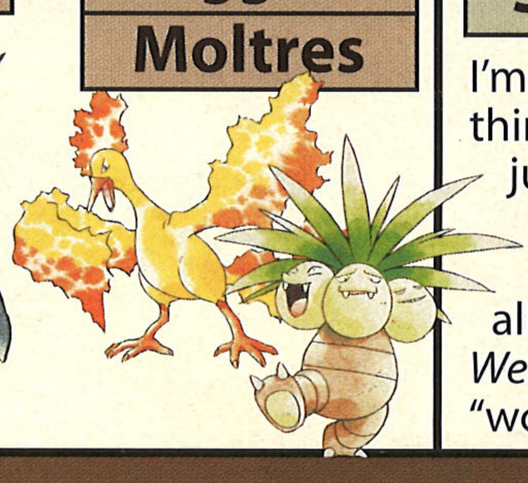
#2 (tie) 280 pts — Alakazam



#2 (tie) 280 pts — Gengar

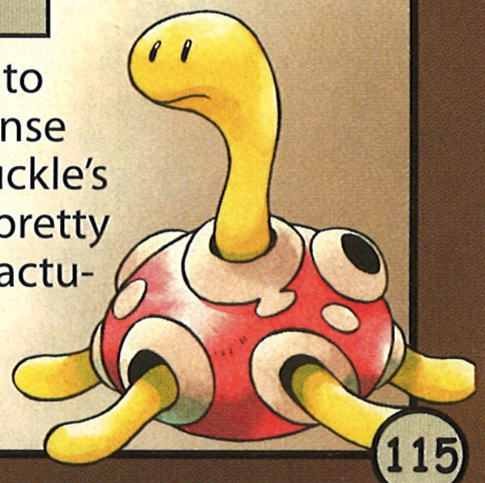


#5 (tie) 270 pts — Exeggutor, Moltres

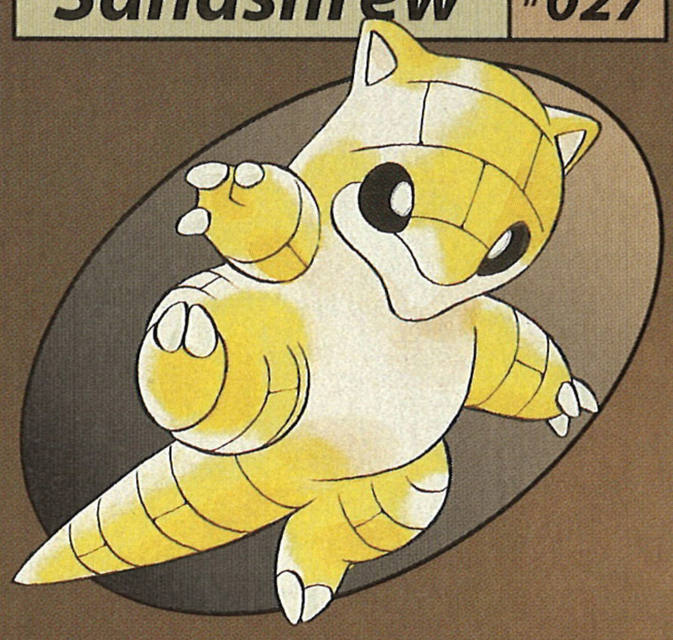


Worst 40 pts — Shuckle

I'm beginning to think that offense just isn't Shuckle's thing... It's pretty sad that it actually knocked *Weedle* off the "worst" charts.



Sandshrew #027



TYPE 1	TYPE 2
Ground	-

HP	220
ATTACK	170
DEFEND	200
SP. ATK.	50
SP. DEF.	70
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
6	**Defense Curl**	-	-	40
	Normal • Raises Defense			
11	**Sand-Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
17	**Poison Sting**	15	100	35
	Poison • Poisons opponent (30% success)			
23	**Slash**	70	100	20
	Normal • Likely to become a critical hit			
30	**Swift**	60	-	20
	Normal • Always hits, except during Dig, Fly,etc.			
37	**Fury Swipes**	18	80	15
	Normal • Attacks 2-5 times in one turn			
45	**Sandstorm**	-	-	10
	Rock • Hurts both Pokemon each turn			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

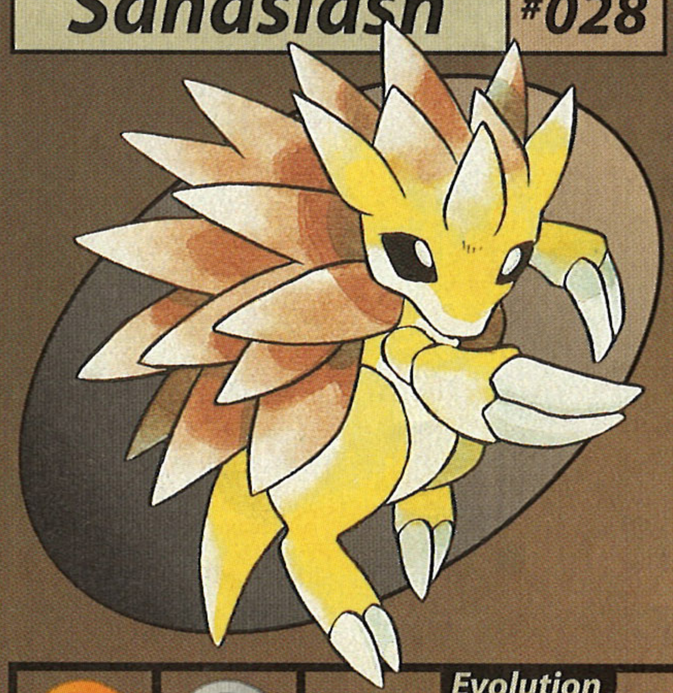
Gold: Catch in Union Cave, Mt. Moon. Silver: Win at Goldenrod Game Corner.

Evolution

Sandshrew at level 0

Sandslash at level 22

Sandslash #028



TYPE 1	TYPE 2
Ground	-

HP	270
ATTACK	210
DEFEND	250
SP. ATK.	100
SP. DEF.	120
SPEED	140

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
6	**Defense Curl**	-	-	40
	Normal • Raises Defense			
11	**Sand-Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
17	**Poison Sting**	15	100	35
	Poison • Poisons opponent (30% success)			
24	**Slash**	70	100	20
	Normal • Likely to become a critical hit			
33	**Swift**	60	-	20
	Normal • Always hits, except during Dig, Fly,etc.			
42	**Fury Swipes**	18	80	15
	Normal • Attacks 2-5 times in one turn			
52	**Sandstorm**	-	-	10
	Rock • Hurts both Pokemon each turn			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Sandshrew or catch in Route 26 & 27, or Mt. Moon (Gold only).

Evolution

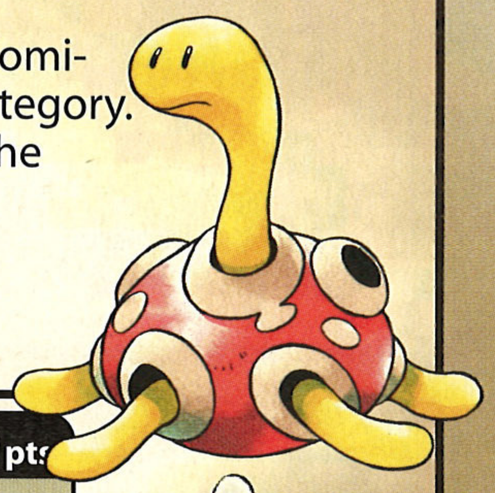
Sandshrew at level 0

Sandslash at level 22

Pokémon Top Five: Special Defense

#1 480 pts — Shuckle

Gold/Silver Pokémon dominate this category. It's as if they made sure that the Pokémon in the new game would have a strong defense against the best Pokémon of Red/Blue/Yellow.

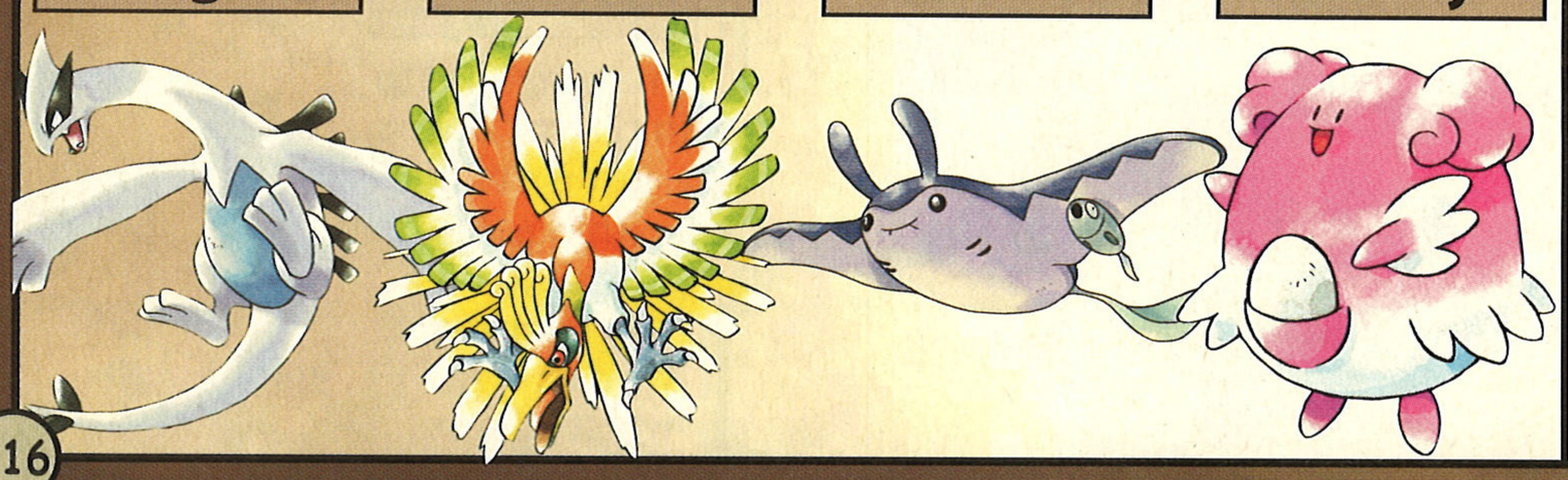


#2 340 pts — Lugia

#3 330 pts — Ho-oh

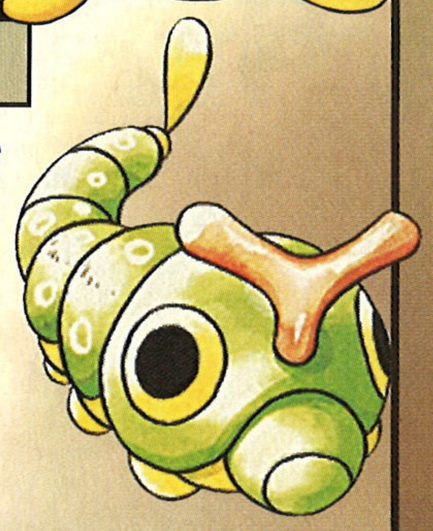
#4 (tie) 300 pts — Mantine

#4 (tie) 300 pts — Blissey



Worst 50 pts — Caterpie

Weedle may be off the list, but not good ol' Caterpie. The poor thing just can't take a hit.



Ekans #023

TYPE 1	TYPE 2
Poison	-

HP	200
ATTACK	130
DEFEND	100
SP. ATK.	110
SP. DEF.	140
SPEED	140

LEVEL	Move	PWR.	ACC.	PP
start	**Wrap**	15	85	20
	Normal •Traps and attacks opponent continuosly for 2-5 turns			
start	**Leer**	-	100	30
	Normal •Reduces opponent's Defense			
9	**Poison Sting**	15	100	35
	Poison •Poisons opponent (30% success)			
15	**Bite**	60	100	25
	Dark •Opponent Flinches (30% success)			
23	**Glare**	-	75	30
	Normal •Paralyzes opponent			
29	**Screech**	-	85	40
	Normal •Greatly reduces opponent's Defense			
37	**Acid**	40	100	30
	Poison •Reduces opponent's Defense (10% success)			
43	**Haze**	-	-	30
	Ice •Cures all status conditions of user and opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Silver: Catch in Route 3, 4, 32, 33. Gold: Win at Goldenrod Game Corner.

Evolution

Ekans at level 0

Arbok at level 22

Arbok #024

TYPE 1	TYPE 2
Poison	-

HP	250
ATTACK	200
DEFEND	160
SP. ATK.	140
SP. DEF.	170
SPEED	180

LEVEL	Move	PWR.	ACC.	PP
start	**Wrap**	15	85	20
	Normal •Traps and attacks opponent continuosly for 2-5 turns			
start	**Leer**	-	100	30
	Normal •Reduces opponent's Defense			
9	**Poison Sting**	15	100	35
	Poison •Poisons opponent (30% success)			
15	**Bite**	60	100	25
	Dark •Opponent Flinches (30% success)			
25	**Glare**	-	75	30
	Normal •Paralyzes opponent			
33	**Screech**	-	85	40
	Normal •Greatly reduces opponent's Defense			
43	**Acid**	40	100	30
	Poison •Reduces opponent's Defense (10% success)			
51	**Haze**	-	-	30
	Ice •Cures all status conditions of user and opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

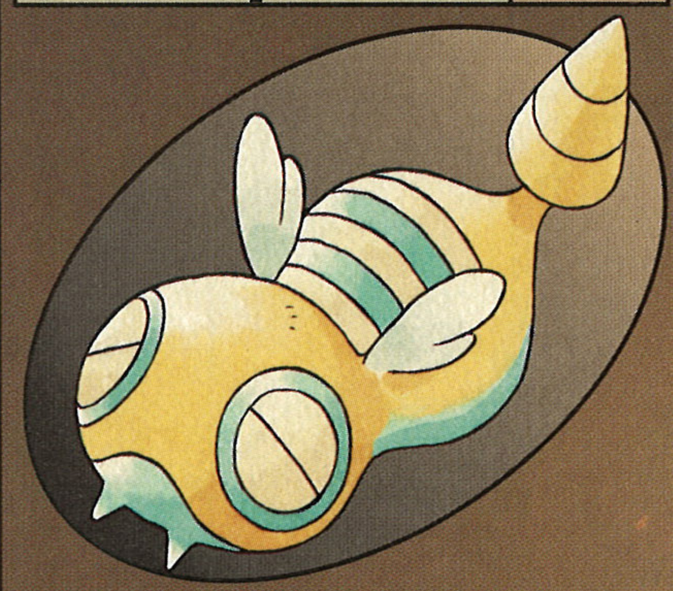
Evolve from Ekans or catch in Route 3, 4, 26, 27 (Silver only).

Evolution

Ekans at level 0

Arbok at level 22

Dunsparce #206



TYPE 1	TYPE 2
Normal	-

HP	270
ATTACK	190
DEFEND	150
SP. ATK.	200
SP. DEF.	150
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Rage**	20	100	20
	Normal • Power grows as user's damage used continuously			
5	**Defense Curl**	-	-	40
	Normal • Raises Defenses			
13	**Glare**	-	75	30
	Normal • Paralyzes opponent			
18	**Spite**	-	100	10
	Ghost • Reduces PP of opponent's last used move by 2-5			
26	**Pursuit**	40	100	20
	Dark • Hits newly changed Pokemon for 2x damage			
30	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
38	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Catch in Dark Cave.

Evolution

Dunsparce at level 0

Mareep #179

TYPE 1	TYPE 2
Electric	-

HP	240
ATTACK	100
DEFEND	100
SP. ATK.	150
SP. DEF.	110
SPEED	100

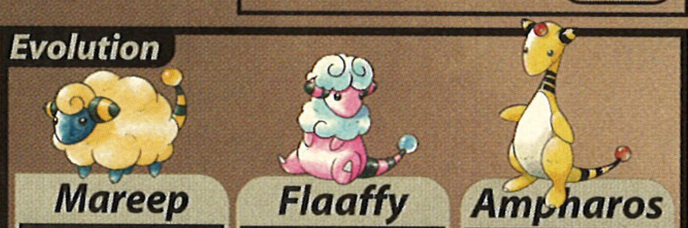
LEVEL	Move	PWR.	ACC.	PP
start	**Tackle** (Normal • No special properties)	35	95	35
start	**Growl** (Normal • Reduces opponent's Attack)	-	100	40
9	**Thundershock** (Electric • Paralyzes opponent (10% success))	40	100	30
16	**Thunder Wave** (Electric • Paralyzes opponent)	-	100	20
23	**Cotton Spore** (Grass • Greatly reduces opponent's Speed)	-	85	40
30	**Light Screen** (Psychic • Reduces damage from Special attacks by 1/2 for 5 turns)	-	-	30
37	**Thunder** (Electric • Paralyzes opponent (30% success))	120	70	10

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

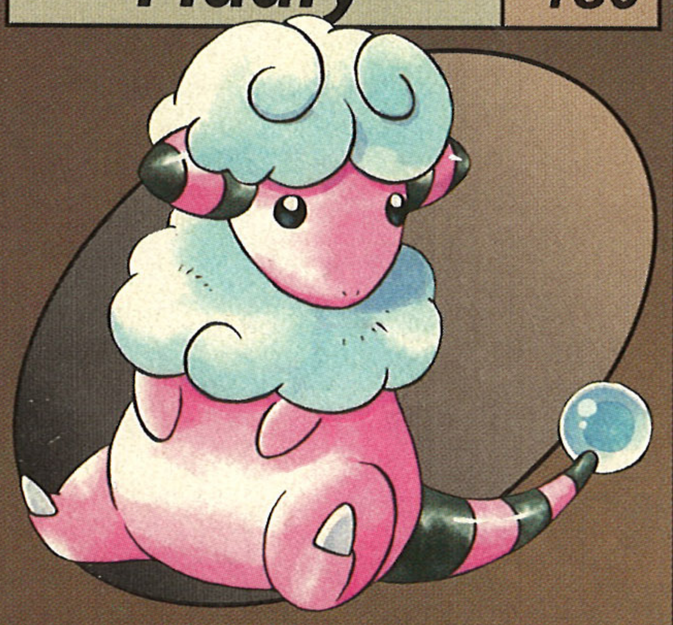
Catch in Route 32, 42, 43.

Evolution



Mareep at level 0 — Flaaffy at level 15 — Ampharos at level 30

Flaafy #180



TYPE 1	TYPE 2
Electric	-

HP	270
ATTACK	130
DEFEND	130
SP. ATK.	180
SP. DEF.	140
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle** (Normal • No special properties)	35	95	35
start	**Growl** (Normal • Reduces opponent's Attack)	-	100	40
9	**Thundershock** (Electric • Paralyzes opponent (10% success))	40	100	30
18	**Thunder Wave** (Electric • Paralyzes opponent)	-	100	20
27	**Cotton Spore** (Grass • Greatly reduces opponent's Speed)	-	85	40
36	**Light Screen** (Psychic • Reduces damage fromSpecial attacks by 1/2 for 5 turns)	-	-	30
45	**Thunder** (Electric • Paralyzes opponent (30% success))	120	70	10

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail		
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

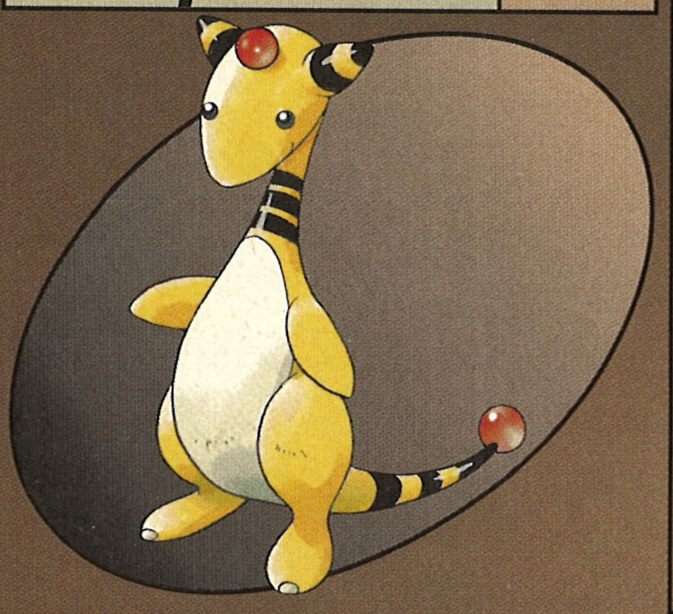
G S

Evolve from Mareep or catch in Route 42 & 43.

Evolution

Mareep at level 0 — Flaaffy at level 15 — Ampharos at level 30

Ampharos #181



TYPE 1	TYPE 2
Electric	-

HP	300
ATTACK	160
DEFEND	160
SP. ATK.	250
SP. DEF.	200
SPEED	130

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle** (Normal • No special properties)	35	95	35
start	**Growl** (Normal • Reduces opponent's Attack)	-	100	40
9	**Thundershock** (Electric • Paralyzes opponent (10% success))	40	100	30
18	**Thunder Wave** (Electric • Paralyzes opponent)	-	100	20
27	**Cotton Spore** (Grass • Greatly reduces opponent's Speed)	-	85	40
30	**Thunderpunch** (Electric • Paralyzes opponent (10% success))	75	100	15
42	**Light Screen** (Psychic • Reduces damage fromSpecial attacks by 1/2 for 5 turns)	-	-	30
57	**Thunder** (Electric • Paralyzes opponent (30% success))	120	70	10

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
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13	Snore	42	Dream Eater
14	Blizzard	43	Detect
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17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

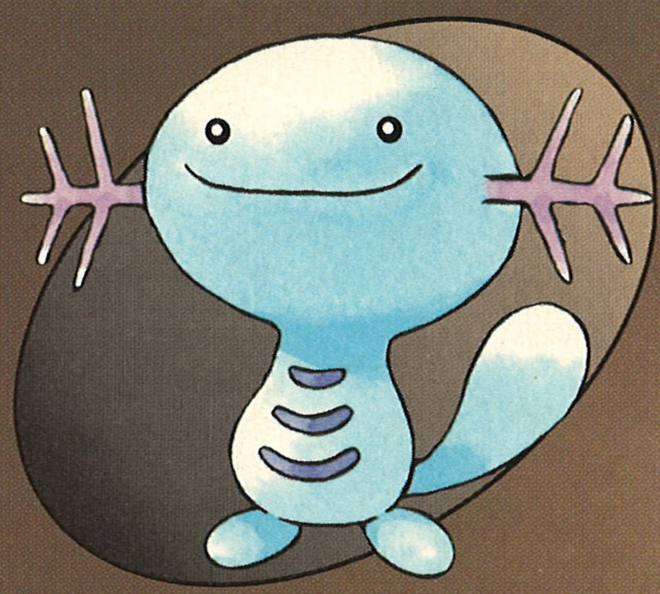
G S

Evolve from Flaaffy.

Evolution

Mareep at level 0 — Flaaffy at level 15 — Ampharos at level 30

Wooper #194



TYPE 1	TYPE 2
Water	Ground

HP	240
ATTACK	110
DEFEND	120
SP. ATK.	70
SP. DEF.	70
SPEED	150

LEVEL	Move	PWR.	ACC.	PP
start	**Water Gun**	40	100	25
	Water •No special properties			
start	**Tail Whip**	-	100	30
	Normal •Reduces opponent's Defense			
11	**Slam**	80	75	20
	Normal •No special properties			
21	**Amnesia**	-	-	20
	Psychic •Greatly raises user's Special Defense			
31	**Earthquake**	100	100	10
	Ground •No special properties			
41	**Rain Dance**	-	-	5
	Water •Raises Power of Water-type attacks for 5 turns			
51	**Mist**	-	-	30
	Ice •Protects from all moves that lower abilities			
51	**Haze**	-	-	30
	Ice •Cures all status conditions of user and opponent			

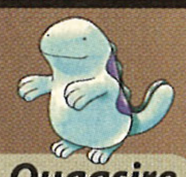
01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam		HM's
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Catch in Route 32 & Ruins of Alph.

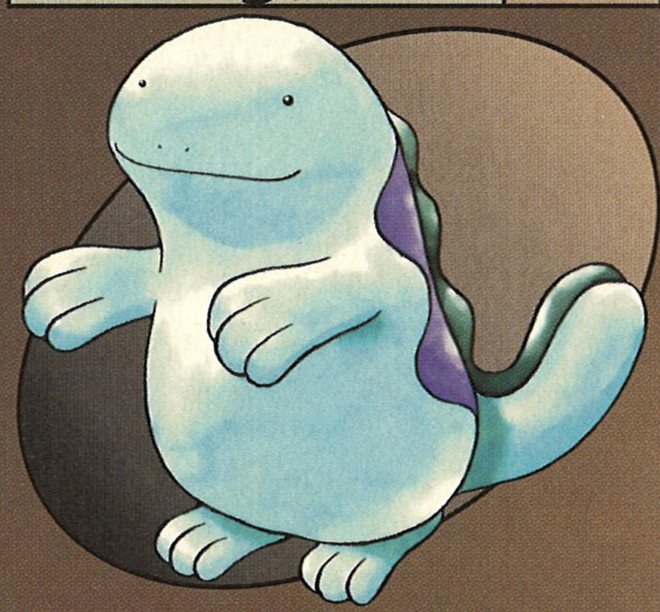
Evolution

Wooper at level 0



Quagsire at level 20

Quagsire #195



TYPE 1	TYPE 2
Water	Ground

HP	310
ATTACK	190
DEFEND	190
SP. ATK.	160
SP. DEF.	160
SPEED	90

LEVEL	Move	PWR.	ACC.	PP
start	**Water Gun**	40	100	25
	Water •No special properties			
start	**Tail Whip**	-	100	30
	Normal •Reduces opponent's Defense			
11	**Slam**	80	75	20
	Normal •No special properties			
23	**Amnesia**	-	-	20
	Psychic •Greatly raises user's Special Defense			
35	**Earthquake**	100	100	10
	Ground •No special properties			
47	**Rain Dance**	-	-	5
	Water •Raises Power of Water-type attacks for 5 turns			
59	**Mist**	-	-	30
	Ice •Protects from all moves that lower abilities			
59	**Haze**	-	-	30
	Ice •Cures all status conditions of user and opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam		HM's
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Wooper or catch in Route 26, 27, Union Cave, Ruins of Alph, etc.

Evolution

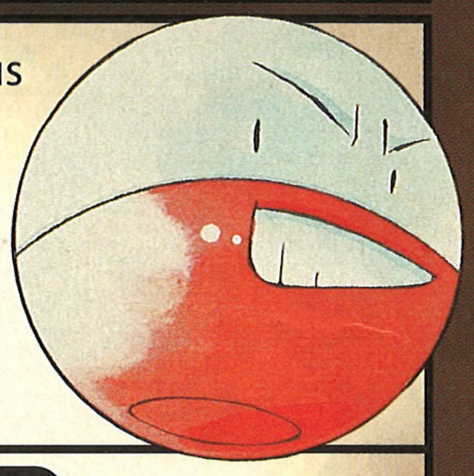
Wooper at level 0

Quagsire at level 20

Pokémon Top "Five": Speed

#1 300 pts — Electrode

If there's one conspicious problem with the new crop of Pokémon, it's their weakness in this category. Crobat was the only newbie in the whole top *ten*. Note that Jolteon, the Red/Blue/Yellow winner, barely made the list this time... All its stats seem weaker in this version.

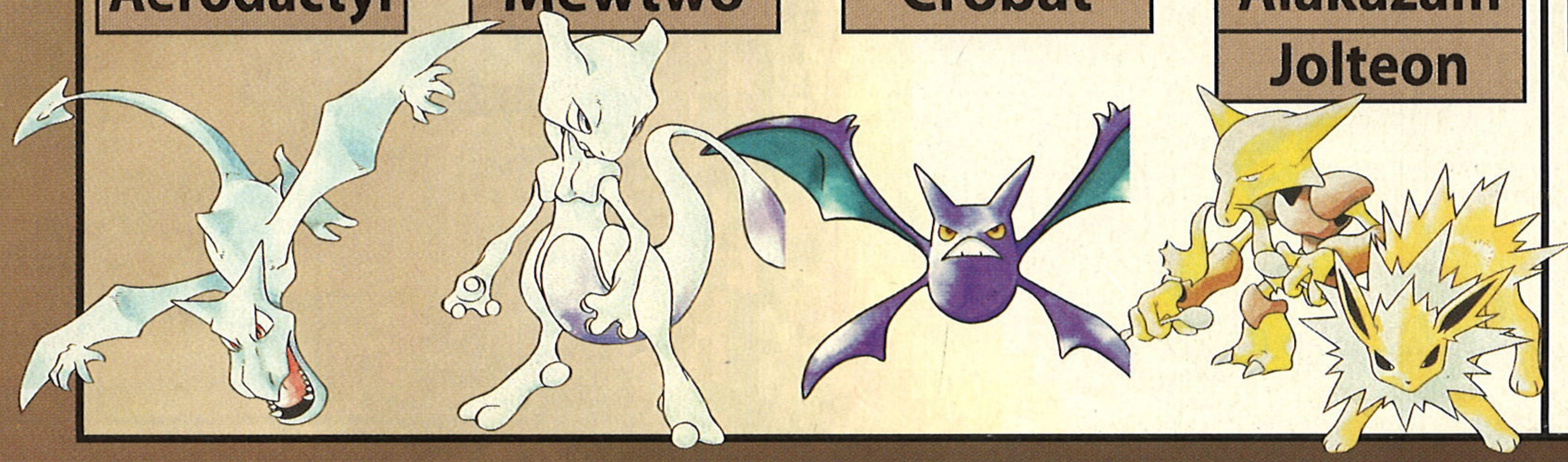


#2 (tie) 290 pts — Aerodactyl

#2 (tie) 290 pts — Mewtwo

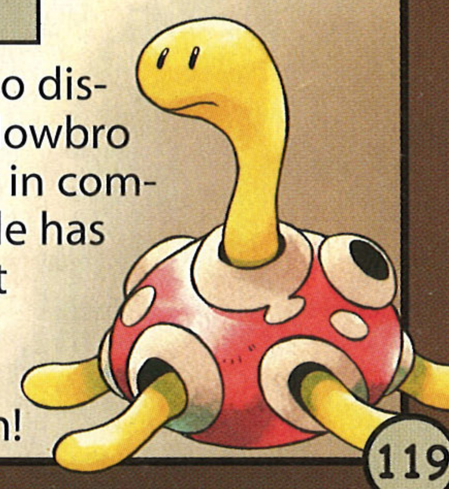
#4 280 pts — Crobat

#5 (tie) 270 pts — Alakazam, Jolteon

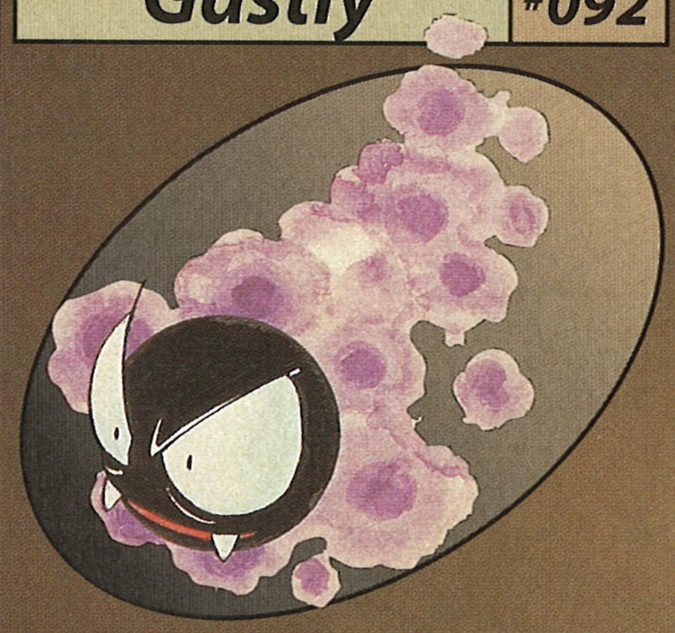


Worst 20 pts — Shuckle

With a Speed so dismal it makes Slowbro look like a blur in comparison, Shuckle has pulled off a hat trick. Oddly, it's still a pretty good Pokémon!



Gastly #092



TYPE 1	TYPE 2
Ghost	Poison

HP	180
ATTACK	90
DEFEND	90
SP. ATK.	210
SP. DEF.	80
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Hypnosis**	-	60	20
	Psychic • Puts opponent to Sleep			
start	**Lick**	20	100	30
	Ghost • Paralyzes opponent (30% success)			
8	**Spite**	-	100	10
	Ghost • Reduces PP of opponent's last used move by 2-5			
13	**Mean Look**	-	100	5
	Normal • Opponent can't escape while user is in battlle			
16	**Curse**	-	-	10
	??? • If used by Ghost, cuts own HP by 1/2			
21	**Nightshade**	-	100	15
	Ghost • Deals damage equal to user's level, regardless of Type or Defense			
28	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
33	**Dream Eater**	100	100	15
	Psychic • Hits Sleeping opponent			
36	**Destiny Bond**	-	-	5
	Ghost • If user Faints, opponent Faints too			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

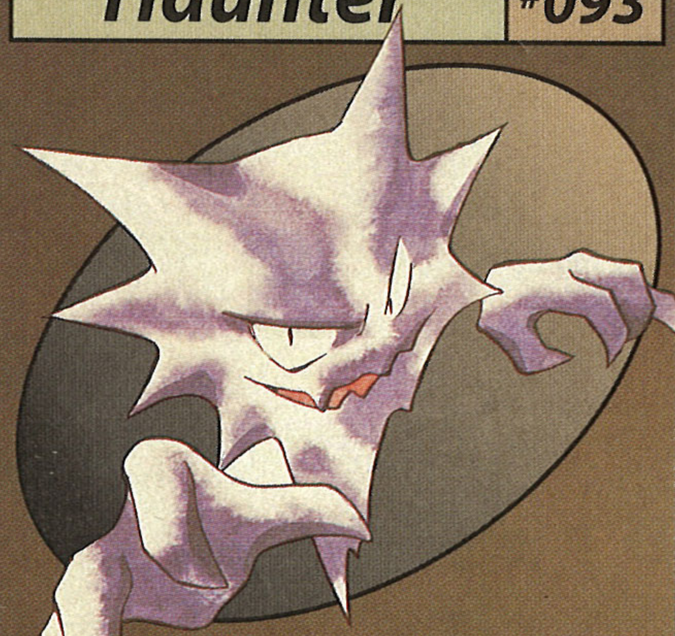
G S

Catch in Bellsprout Tower or Tin Tower (night only).

Evolution

Gastly	Haunter	Gengar
at level 0	at level 25	Trade

Haunter #093



TYPE 1	TYPE 2
Ghost	Poison

HP	220
ATTACK	130
DEFEND	100
SP. ATK.	200
SP. DEF.	140
SPEED	220

LEVEL	Move	PWR.	ACC.	PP
start	**Hypnosis**	-	60	20
	Psychic• Puts opponent to sleep			
start	**Lick**	20	100	30
	Ghost • Added Effect: Paralyzes opponent(30% success)			
8	**Spite**	-	100	10
	Ghost • Reduces PP of opponent's last used move by 2-5			
13	**Mean Look**	-	100	5
	Normal • Opponent can't escape while user is in battle			
16	**Curse**	-	-	10
	??? • If used by ghost, cuts own HP by 1/2, hurts opponent each turn			
21	**Night Shade**	-	100	15
	Ghost • Deals damage equal to user's level, regardless of Type and Defense			
31	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
39	**Dream Eater**	100	100	15
	Psychic • Only hits sleeping opponents .Gains HP equal to 1/2 damage dealt			
48	**Destiny Bond**	-	-	5
	Ghost • If user Faints, opponent Faints too.			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Gastly or catch in Route 8 (night only).

Evolution

Gastly	Haunter	Gengar
at level 0	at level 25	Trade

Gengar #094

TYPE 1	TYPE 2
Ghost	Poison

HP	250
ATTACK	150
DEFEND	130
SP. ATK.	280
SP. DEF.	170
SPEED	250

LEVEL	Move	PWR.	ACC.	PP
start	**Hypnosis**	-	60	20
	Psychic• Puts opponent to sleep			
start	**Lick**	20	100	30
	Ghost • Added Effect: Paralyzes opponent(30% success)			
8	**Spite**	-	100	10
	Ghost • Reduces PP of opponent's last used move by 2-5			
13	**Mean Look**	-	100	5
	Normal • Opponent can't escape while user is in battle			
16	**Curse**	-	-	10
	??? • If used by ghost, cuts own HP by 1/2, hurts opponent each turn			
21	**Night Shade**	-	100	15
	Ghost • Deals damage equal to user's level, regardless of Type and Defense			
31	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
39	**Dream Eater**	100	100	15
	Psychic • Only hits sleeping opponents .Gains HP equal to 1/2 damage dealt			
48	**Destiny Bond**	-	-	5
	Ghost • If user Faints, opponent Faints too.			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

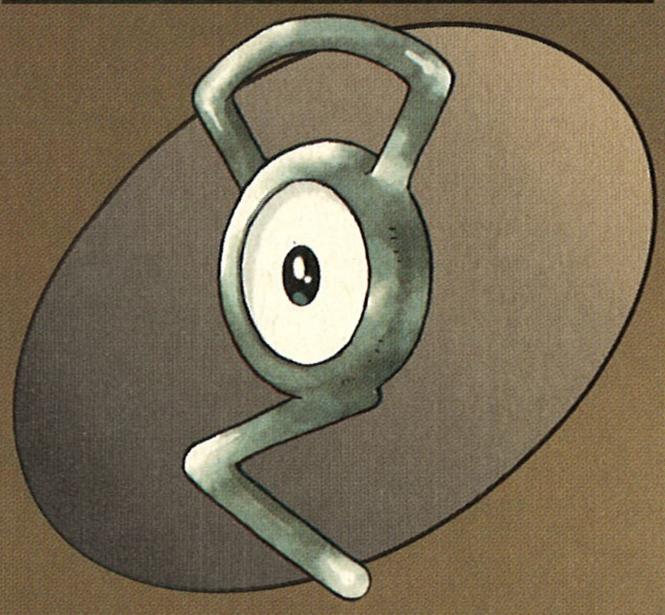
G S

Evolve from Haunter (by trading only).

Evolution

Gastly	Haunter	Gengar
at level 0	at level 25	Trade

Unown #201



TYPE 1	TYPE 2
Psychic	-

HP	240
ATTACK	110
DEFEND	120
SP. ATK.	70
SP. DEF.	70
SPEED	150

LEVEL	Move	PWR.	ACC.	PP
start	Hidden Power	-	100	15
	Normal • Type and Power changes depending on Pokemon using it.			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

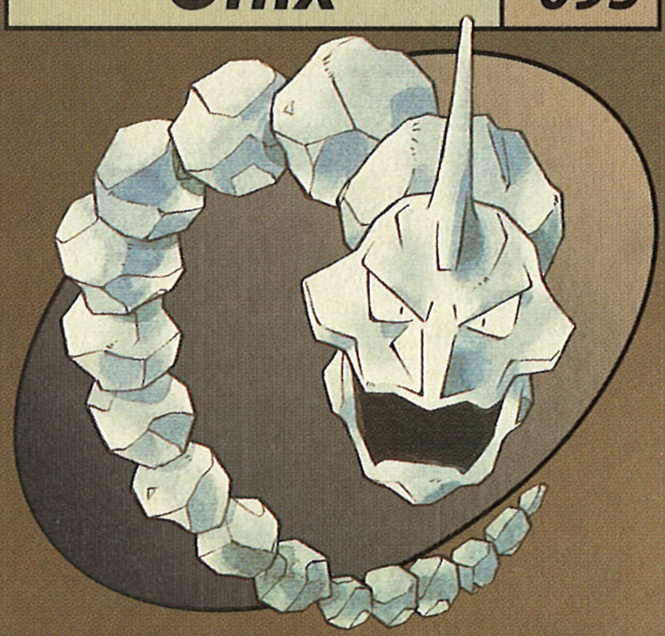
G S

Catch in Ruins of Alph.

Evolution

Unown at level 0

Onix #095



TYPE 1	TYPE 2
Rock	Ground

HP	210
ATTACK	130
DEFEND	340
SP. ATK.	70
SP. DEF.	100
SPEED	170

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
start	Screech	-	85	40
	Normal • Greatly reduces opponent's Defense			
10	Bind	15	75	20
	Normal • Traps and attacks opponent continuously for 2-5 turns			
14	Rock Throw	50	90	15
	Rock • Ordinary attack			
23	Harden	-	-	30
	Normal • Raises user's Defense			
27	Rage	20	100	20
	Normal • If used continuously, power grows as user is damaged			
36	Sandstorm	-	-	10
	Rock • Hurts both Pokemon each turn, except Rock, Steel and Ground-types			
40	Slam	80	75	20
	Normal • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail		
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

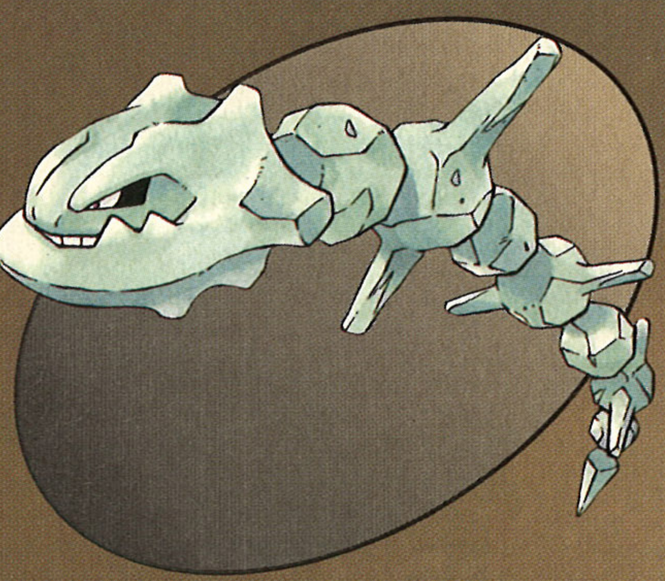
G S

Catch in Union Cave, Victory Road, Rock Tunnel, Mt. Silver.

Evolution

Onix at level 0 — Steelix Metal Coat+Trade

Steelix #208



TYPE 1	TYPE 2
Steel	Ground

HP	270
ATTACK	200
DEFEND	420
SP. ATK.	130
SP. DEF.	150
SPEED	70

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
start	Screech	-	85	40
	Normal • Greatly reduces opponent's Defense			
10	Bind	15	75	20
	Normal • Traps and attacks opponent continuously for 2-5 turns			
14	Rock Throw	50	90	15
	Rock • Ordinary attack			
23	Harden	-	-	30
	Normal • Raises user's Defense			
27	Rage	20	100	20
	Normal • If used continuously, power grows as user is damaged			
36	Sandstorm	-	-	10
	Rock • Hurts both Pokemon each turn, except Rock, Steel and Ground-types			
40	Slam	80	75	20
	Normal • No special properties			
49	Crunch	80	100	15
	Dark • Added effect: Reduces Special Defense (20% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

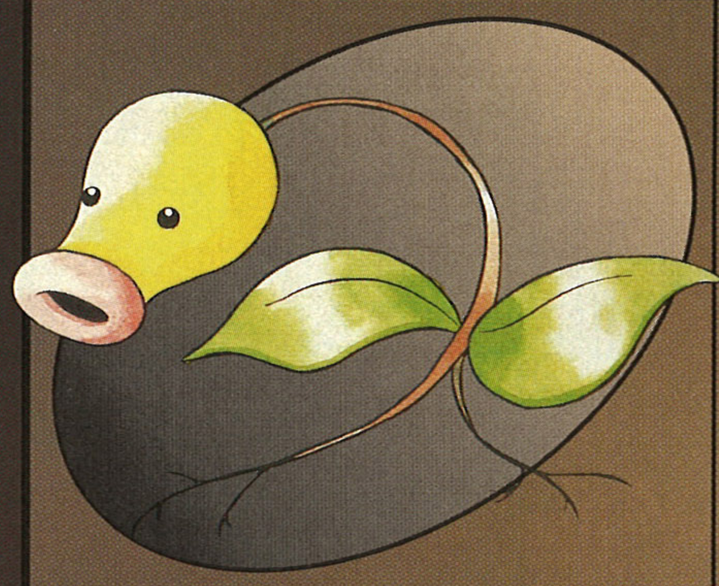
G S

Evolve from Onix (by trading with Metal Coat).

Evolution

Onix at level 0 — Steelix Metal Coat+Trade

Bellsprout #069



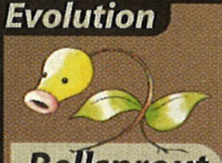
TYPE 1	TYPE 2
Grass	Poison

HP	240
ATTACK	170
DEFEND	90
SP. ATK.	160
SP. DEF.	80
SPEED	110

G S

Catch in Route 5, 6, 24, 25, 31, 32, 44.

Evolution

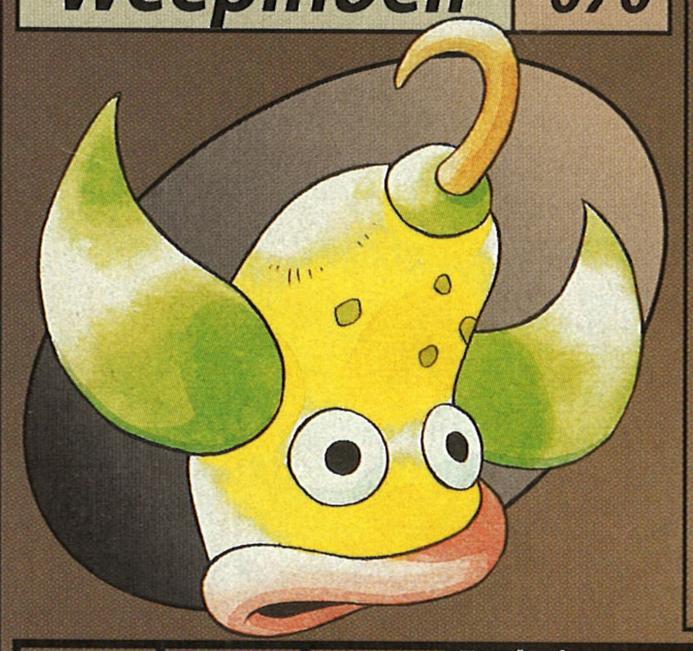


Bellsprout at level 0 → Weepinbell at level 21 → Victreebell Leaf Stone

LEVEL	Move	PWR.	ACC.	PP
start	Vine Whip	35	100	10
	Grass • No special properties			
6	Growth	-	-	40
	Normal • Raises user's Special Attack			
11	Wrap	15	85	20
	Normal/Changed • Traps and attacks oppponent continuously for 2-5 turns			
15	Sleep Powder	-	75	15
	Grass • Puts opponent to sleep			
17	Poison Powder	-	75	35
	Poison • Opponent becomes Poisoned			
19	Stun Spore	-	75	30
	Grass • Paralyzes opponent			
23	Acid	40	100	30
	Poison • Added Effect: Reduces opponent's Defense (10% success)			
30	Sweet Scent	-	100	20
	New Normal • Reduces opponent's Evasion/Field: Attracts wild Pokemon			
37	Razor Leaf	55	95	25
	Grass • Likely to become a critical hit			
45	Slam	80	75	20
	Normal • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Weepinbell #070



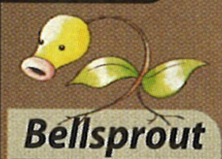
TYPE 1	TYPE 2
Grass	Poison

HP	250
ATTACK	200
DEFEND	120
SP. ATK.	190
SP. DEF.	110
SPEED	140

G S

Evolve from Bellsprout or catch in Route 24, 25, 44.

Evolution

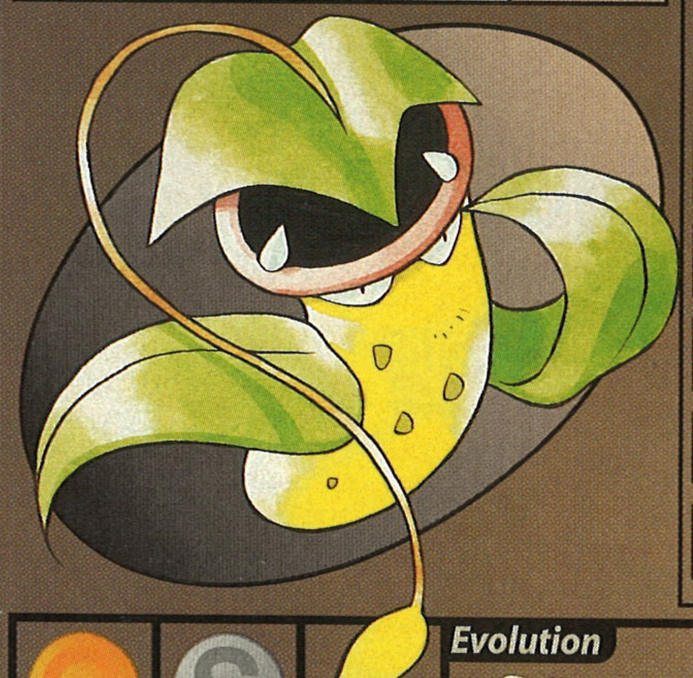


Bellsprout at level 0 → Weepinbell at level 21 → Victreebell Leaf Stone

LEVEL	Move	PWR.	ACC.	PP
start	Vine Whip	35	100	10
	Grass • No special properties			
6	Growth	-	-	40
	Normal • Raises user's Special Attack			
11	Wrap	15	85	20
	Normal/Changed • Traps and attacks oppponent continuously for 2-5 turns			
15	Sleep Powder	-	75	15
	Grass • Puts opponent to Sleep			
17	Poison Powder	-	75	35
	Poison • Opponent becomes Poisoned			
19	Stun Spore	-	75	30
	Grass • Paralyzes opponent			
24	Acid	40	100	30
	Poison • Added Effect: Reduces opponent's Defense (10% success)			
33	Sweet Scent	-	100	20
	New Normal • Reduces opponent's Evasion/Field: Attracts wild Pokémon			
42	Razor Leaf	55	95	25
	Grass • Likely to become a critical hit			
54	Slam	80	75	20
	Normal • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Victreebel #071



TYPE 1	TYPE 2
Grass	Poison

HP	290
ATTACK	220
DEFEND	150
SP. ATK.	210
SP. DEF.	131
SPEED	180

G S

Evolve from Weepinbell.

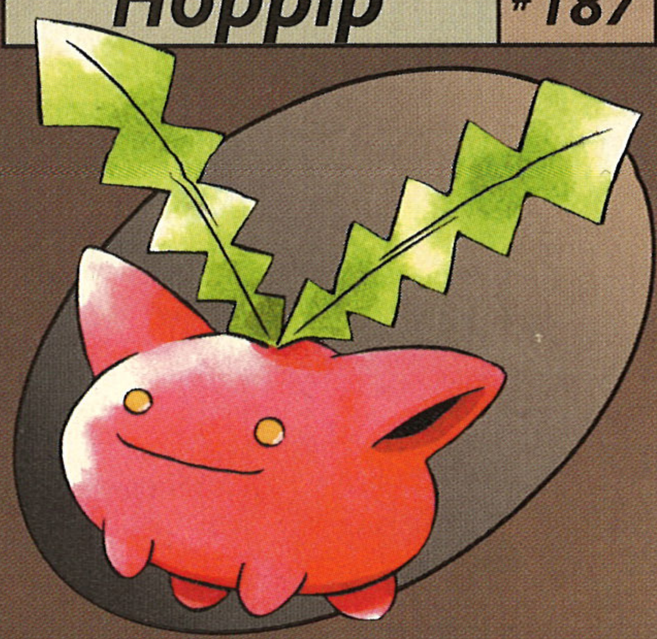
Evolution

Bellsprout at level 0 → Weepinbell at level 21 → Victreebell Leaf Stone

LEVEL	Move	PWR.	ACC.	PP
start	Vine Whip	35	100	10
	Grass • No special properties			
start	Sleep Powder	-	75	15
	Grass • Puts opponent to Sleep			
start	Sweet Scent	-	100	20
	New Normal • Reduces opponent's Evasion/Field: Attracts wild Pokémon			
start	Razor Leaf	55	95	25
	Grass • Likely to become a critical hit			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Hoppip #187



TYPE 1	TYPE 2
Grass	Flying

HP	200
ATTACK	90
DEFEND	100
SP. ATK.	90
SP. DEF.	130
SPEED	120

G S

Catch in Route 13-15, 32, 33.

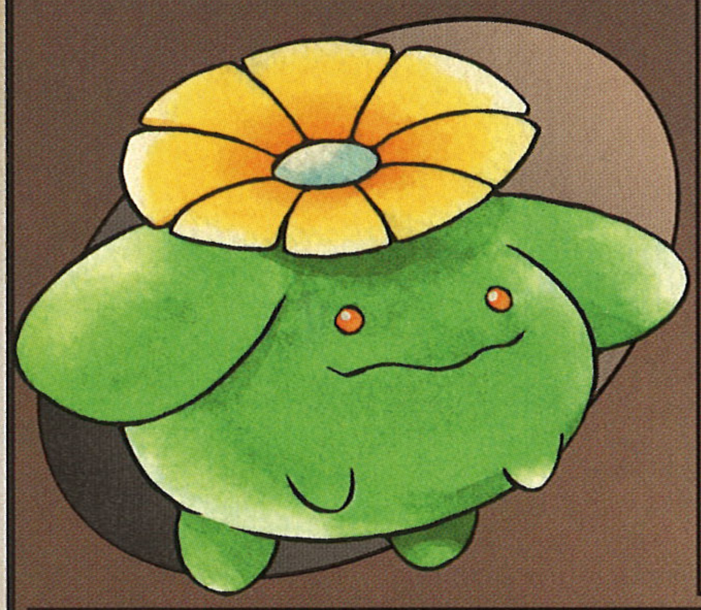
Evolution

Hoppip at level 0 → Skiploom at level 18 → Jumpluff at level 27

LEVEL	Move	PWR.	ACC.	PP
start	Splash	-	-	40
	Normal • Does absolutely nothing			
start	Synthesis	-	-	5
	Grass/New • Refills HP. Efficacy changes based on time of day.			
5	Tail Whip	-	100	30
	Normal • Reduces opponent's Defense			
10	Tackle	35	95	35
	Normal • No special properties			
13	Poison Powder	-	75	35
	Poison • Opponent becomes Poisoned			
15	Stun Spore	-	75	30
	Grass • Paralyzes opponent			
17	Sleep Powder	-	75	15
	Grass • Puts opponent to Sleep			
20	Leech Seed	-	90	10
	Grass • Steals a bit of HP from opponent every turn until battle ends			
25	Cotton Spore		85	40
	Grass/New • Greatly reduces opponent's Speed			
30	Mega Drain	40	100	10
	Grass • Refills HP by half of damage dealt to opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Skiploom #188



TYPE 1	TYPE 2
Grass	Flying

HP	240
ATTACK	120
DEFEND	120
SP. ATK.	120
SP. DEF.	160
SPEED	180

G S

Evolve from Hoppip or catch in Route 14.

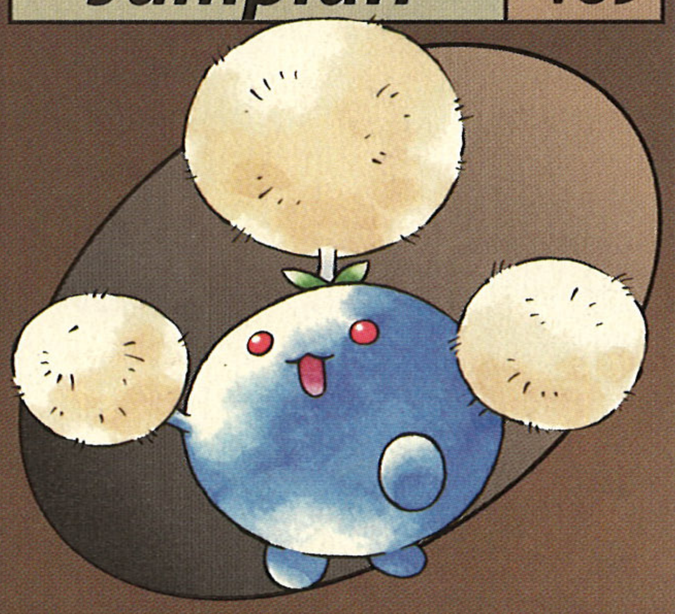
Evolution

Hoppip at level 0 → Skiploom at level 18 → Jumpluff at level 27

LEVEL	Move	PWR.	ACC.	PP
start	Splash	-	-	40
	Normal • Does absolutely nothing			
start	Synthesis	-	-	5
	Grass/New • Refills HP. Efficacy changes based on time of day.			
5	Tail Whip	-	100	30
	Normal • Reduces opponent's Defense			
10	Tackle	35	95	25
	Normal • No special properties			
13	Poison Powder	-	75	35
	Poison • Opponent becomes Poisoned			
15	Stun Spore	-	75	30
	Grass • Paralyzes opponent			
17	Sleep Powder	-	75	15
	Grass • Puts opponent to Sleep			
22	Leech Seed	-	90	10
	Grass • Steals a bit of HP from opponent every turn until battle ends			
29	Cotton Spore	-	85	40
	Grass/New • Greatly reduces opponent's Speed			
36	Mega Drain	40	100	10
	Grass • Refills HP by half of damage dealt to opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Jumpluff #189



TYPE 1	TYPE 2
Grass	Flying

HP	280
ATTACK	130
DEFEND	160
SP. ATK.	130
SP. DEF.	190
SPEED	240

G S

Evolve from Skiploom only.

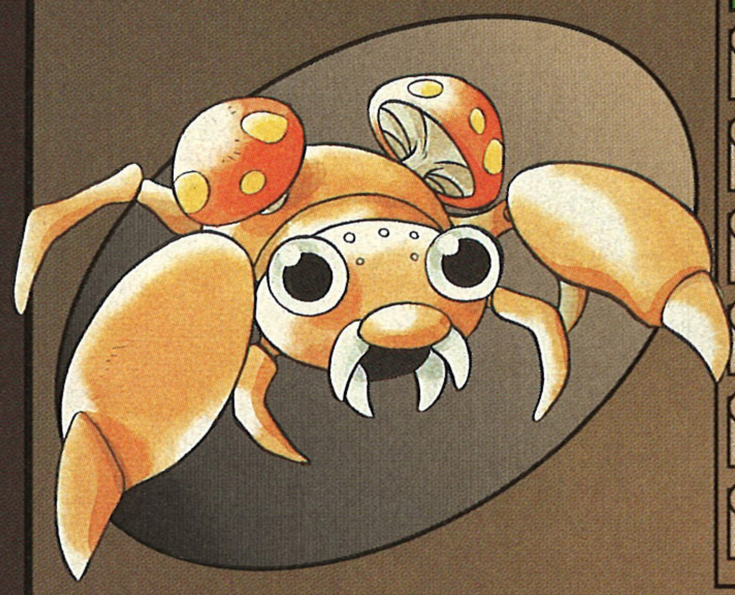
Evolution

Hoppip at level 0 → Skiploom at level 18 → Jumpluff at level 27

LEVEL	Move	PWR.	ACC.	PP
start	Splash	-	-	40
	Normal • Does absolutely nothing			
start	Synthesis	-	-	5
	Grass/New • Refills HP. Efficacy changes based on time of day.			
5	Tail Whip	-	100	30
	Normal • Reduces opponent's Defense			
10	Tackle	35	95	35
	Normal • No special properties			
13	Poison Powder	-	75	35
	Poison • Opponent becomes Poisoned			
15	Stun Spore	-	75	30
	Grass • Paralyzes opponent			
17	Sleep Powder	-	75	15
	Grass • Puts opponent to Sleep			
22	Leech Seed	-	90	10
	Grass • Steals a bit of HP from opponent every turn until battle ends			
33	Cotton Spore	-	85	40
	Grass/New • Greatly reduces opponent's Speed			
44	Mega Drain	40	100	10
	Grass • Refills HP by half of damage dealt to opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Paras #046



TYPE 1	TYPE 2
Bug	Grass

HP	210
ATTACK	170
DEFEND	130
SP. ATK.	110
SP. DEF.	130
SPEED	80

G S

Catch in Ilex Forest, National Park, or Mt. Moon.

Evolution

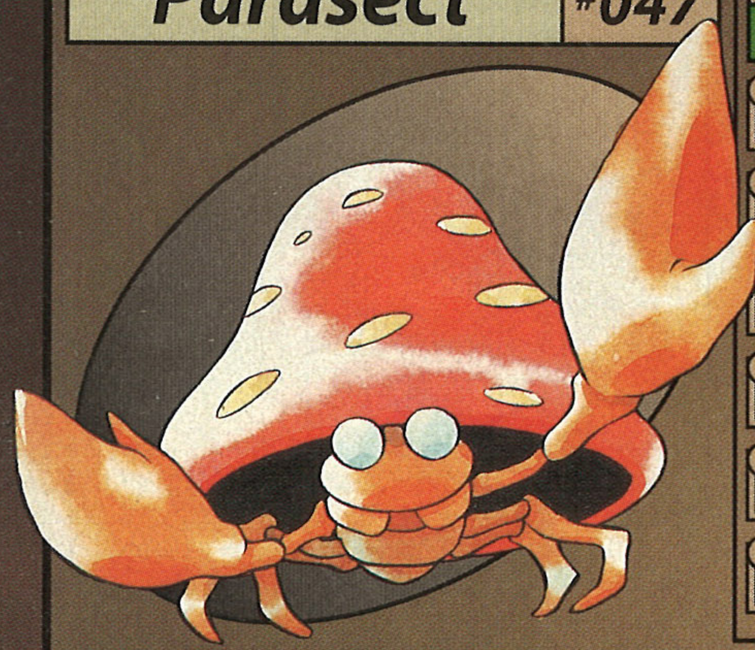
Paras at level 0

Parasect at level 24

LEVEL	Move	PWR.	ACC.	PP
start	Scratch	40	100	35
	Normal • No special properties			
7	Stun Spore	-	75	30
	Grass • Paralyzes opponent			
13	Poison Powder	-	75	35
	Poison •Opponent becomes Poisoned			
19	Leech Life	20	100	15
	Bug • Refills HP by half of damage dealt to opponent			
25	Spore	-	100	15
	Grass • Puts opponent to sleep			
31	Slash	70	100	20
	Normal • Likely to become a critical hit			
37	Growth	-	-	40
	Normal • Raises user's Special Attack			
43	Giga Drain	60	100	5
	New Grass • Refills HP by half of damage done to opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Parasect #047



TYPE 1	TYPE 2
Bug	Grass

HP	250
ATTACK	220
DEFEND	180
SP. ATK.	140
SP. DEF.	180
SPEED	80

G S

Evolve from Paras.

Evolution

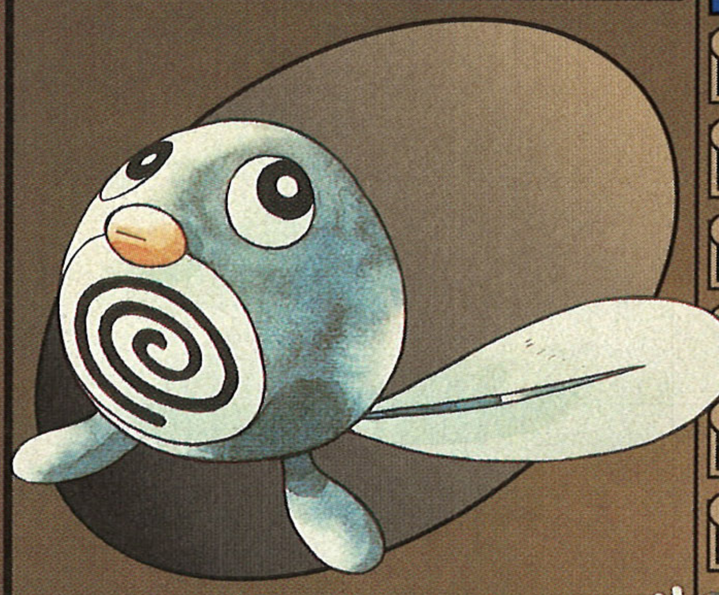
Paras at level 0

Parasect at level 24

LEVEL	Move	PWR.	ACC.	PP
start	Scratch	40	100	35
	Normal • No special properties			
7	Stun Spore	-	75	30
	Grass • Paralyzes opponent			
13	Poison Powder	-	75	35
	Poison •Opponent becomes Poisoned			
19	Leech Life	20	100	15
	Bug • Refills HP by half of damage dealt to opponent			
28	Spore	-	100	15
	Grass • Puts opponent to sleep			
37	Slash	70	100	20
	Normal • Likely to become a critical hit			
46	Growth	-	-	40
	Normal • Raises user's Special Attack			
55	Giga Drain	60	100	5
	New Grass • Refills HP by half of damage done to opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Poliwag #060



TYPE 1	TYPE 2
Water	-

HP	300
ATTACK	240
DEFEND	180
SP. ATK.	210
SP. DEF.	170
SPEED	210

G S

Fish in Route 6, 22, 28, 30, 31, 35, 43, 44, Ruins of Alph, etc.

Evolution

Poliwag at level 0

Poliwhirl at level 25

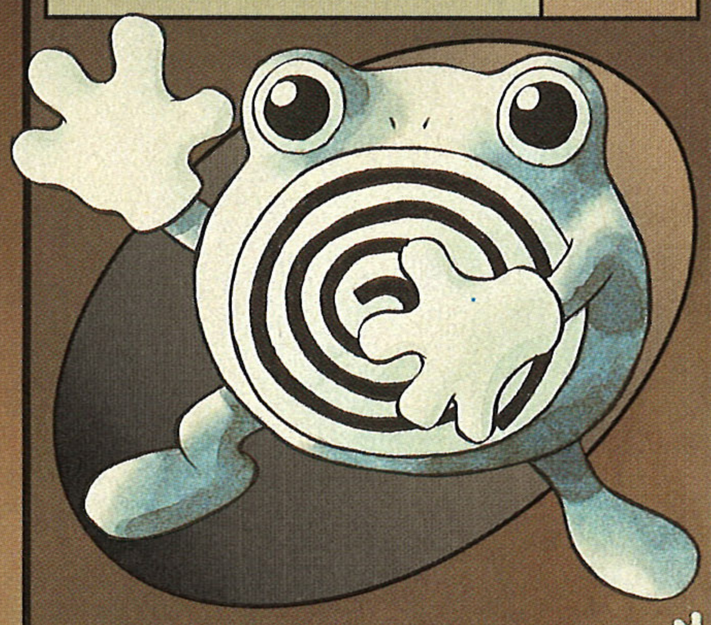
Poliwrath Water Stone

Politoed Trade+King's Rock

LEVEL	Move	PWR.	ACC.	PP
start	Bubble	20	100	30
	Water • No special properties			
7	Hypnosis	-	60	20
	Psychic• Puts opponent to sleep			
13	Water Gun	40	100	25
	Water • No special properties			
19	Double Slap	15	85	10
	Normal • Attacks 2-5 times in one turn			
25	Rain Dance	-	-	5
	Grass • Greatly reduces opponent's Speed			
31	Body Slam	85	100	15
	Normal • Added effect:Paralyzes opponent (30% success)			
37	Belly Drum	-	-	10
	New Normal • Raises attack to MAX, but loses half of MAX HP			
43	Hydro Pump	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Poliwhirl #061



TYPE 1	TYPE 2
Water	-

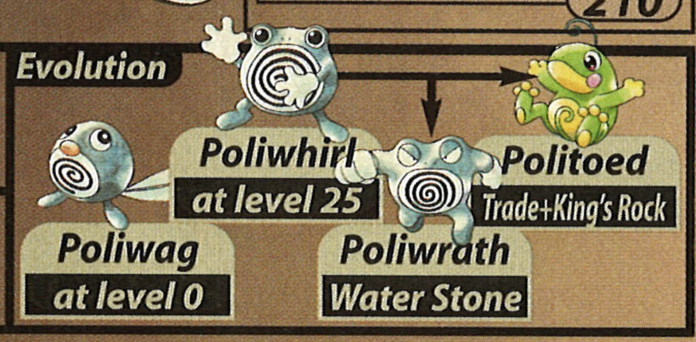
HP	300
ATTACK	240
DEFEND	180
SP. ATK.	210
SP. DEF.	170
SPEED	210

LEVEL	Move	PWR.	ACC.	PP
start	**Bubble**	20	100	30
	Water • No special properties			
7	**Hypnosis**	-	60	20
	Psychic • Puts opponent to sleep			
13	**Water Gun**	40	100	25
	Water • No special properties			
19	**Double Slap**	15	85	10
	Normal • Attacks 2-5 times in one turn			
27	**Rain Dance**	-	-	5
	Grass • Greatly reduces opponent's Speed			
35	**Body Slam**	85	100	15
	Normal • Added effect:Paralyzes opponent (30% success)			
43	**Belly Drum**	-	-	10
	New Normal • Raises attack to MAX, but loses half of MAX HP			
51	**Hydro Pump**	120	80	5
	Water • No special properties			

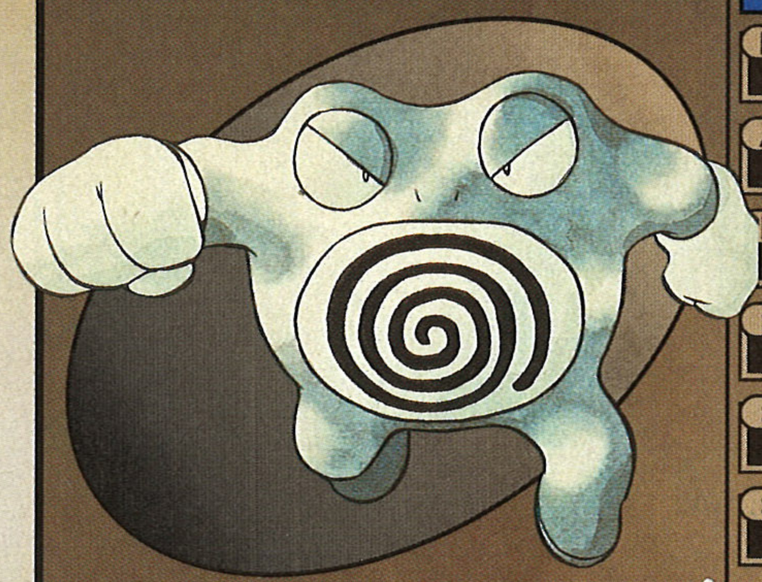
01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Poliwag or Swim in route 22, 28, 30, 31, 44, etc.



Poliwrath #062



TYPE 1	TYPE 2
Water	Fighting

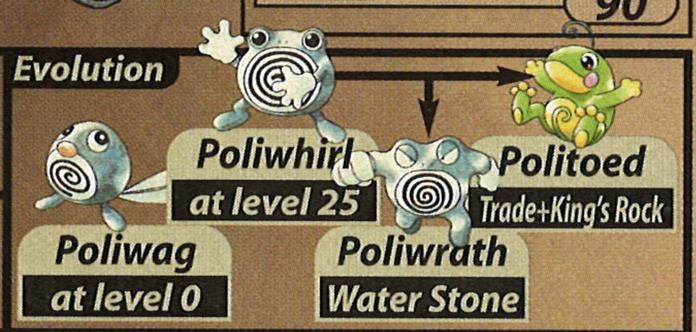
HP	310
ATTACK	190
DEFEND	190
SP. ATK.	160
SP. DEF.	160
SPEED	90

LEVEL	Move	PWR.	ACC.	PP
start	**Water Gun**	40	100	25
	Water • No special properties			
start	**Hypnosis**	-	60	20
	Psychic • Puts opponent to sleep			
start	**Double Slap**	15	85	10
	Normal • Attacks 2-5 times in one turn			
35	**Submission**	80	80	25
	Fighting • 1/4 of damage dealt is also dealt to user			
51	**Mind Reader**	-	100	5
	New Normal • User's next attack will always hit			

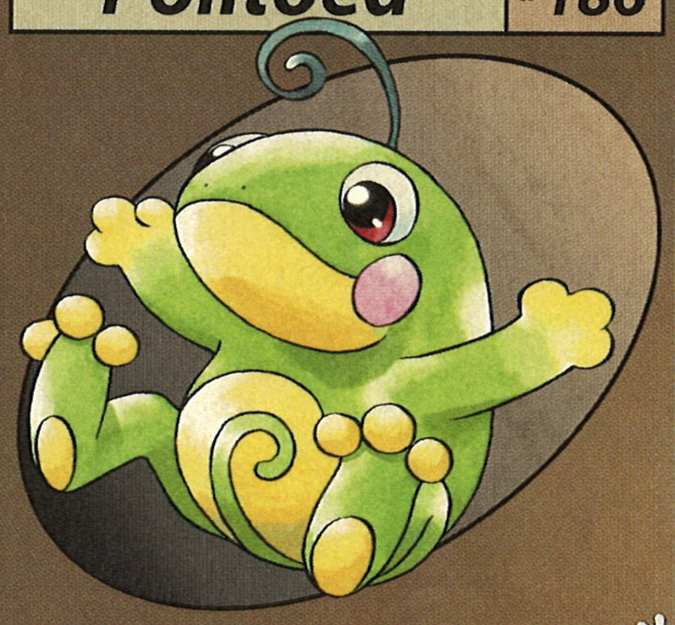
01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Poliwhirl (with Water Stone).



Politoed #186



TYPE 1	TYPE 2
Water	-

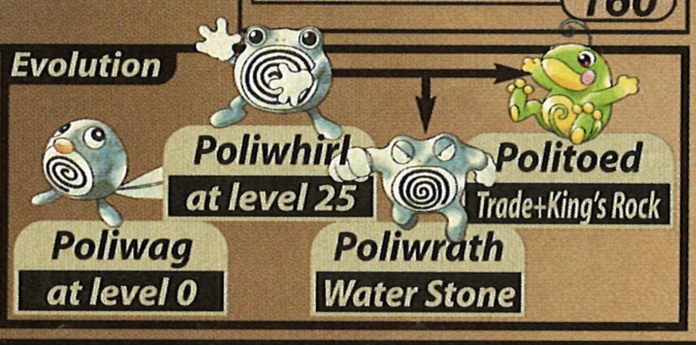
HP	300
ATTACK	170
DEFEND	170
SP. ATK.	200
SP. DEF.	220
SPEED	160

LEVEL	Move	PWR.	ACC.	PP
start	**Water Gun**	40	100	25
	Water • No special properties			
start	**Hypnosis**	-	60	20
	Psychic • Puts opponent to sleep			
start	**Double Slap**	15	85	10
	Normal • Attacks 2-5 times in one turn			
35	**Perish Song**	-	-	5
	New Normal • Both Pokémon will Faint in 3 turns, unless either is switched			
51	**Swagger**	-	90	10
	New Normal • Confuses opponent but greatly raises opponent's Attack			

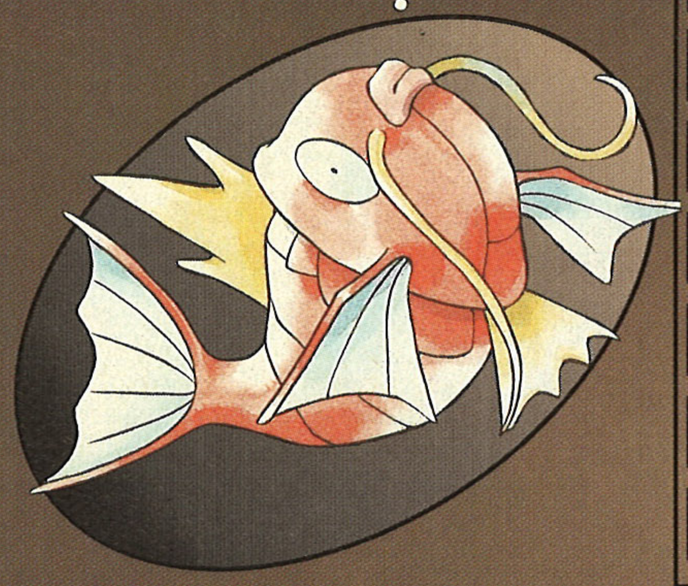
01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Poliwhirl (by trading with King's Rock).



Magikarp #129



TYPE 1	TYPE 2
Water	-

HP	170
ATTACK	30
DEFEND	130
SP. ATK.	50
SP. DEF.	60
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Splash**	-	-	40
	Normal • Does absolutely nothing			
15	**Tackle**	35	95	35
	Normal • No special properties			
30	**Flail**	-	100	15
	New Normal • Gains Power based on how little HP user has			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

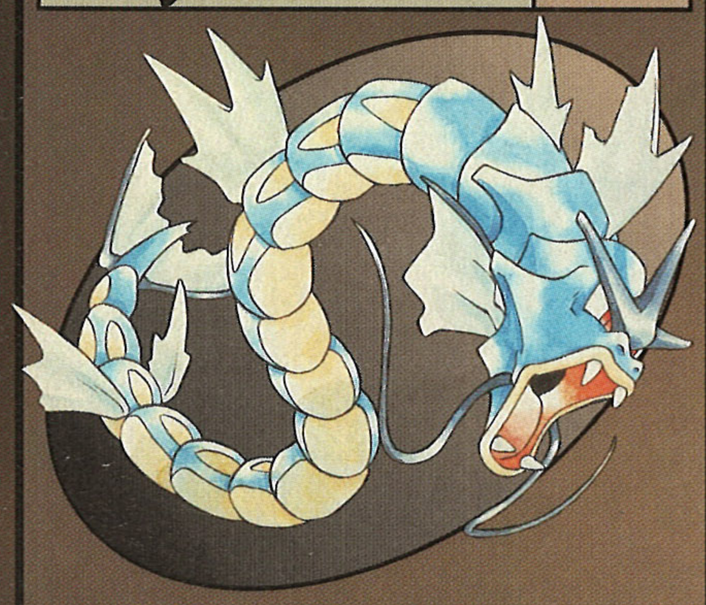
Fish just about anywhere (especially with Old Rod).

Evolution

Magikarp at level 0

Gyarados at level 20

Gyarados #130



TYPE 1	TYPE 2
Water	Flying

HP	330
ATTACK	270
DEFEND	190
SP. ATK.	130
SP. DEF.	210
SPEED	170

LEVEL	Move	PWR.	ACC.	PP
start	**Thrash**	90	100	20
	Normal • Attacks 2-3 turns in a row, then user becomes Confused			
20	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30% success)			
25	**Dragon Rage**	-	100	10
	Dragon • Deals 40 damage, regardless of Type and Defense			
30	**Leer**	-	100	30
	Normal • Reduces opponents Defense			
35	**Twister**	40	100	20
	New Dragon • Added Effect: Opponent Flinches (20% success)			
40	**Hydro Pump**	120	80	5
	Water • No special properties			
45	**Rain Dance**	-	-	5
	Water • Raises Power of Water-type attacks for 5 turns			
50	**Hyper Beam**	150	90	5
	Normal • User can't do anything on turn after attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Magikarp or Swim in Lake of Rage.

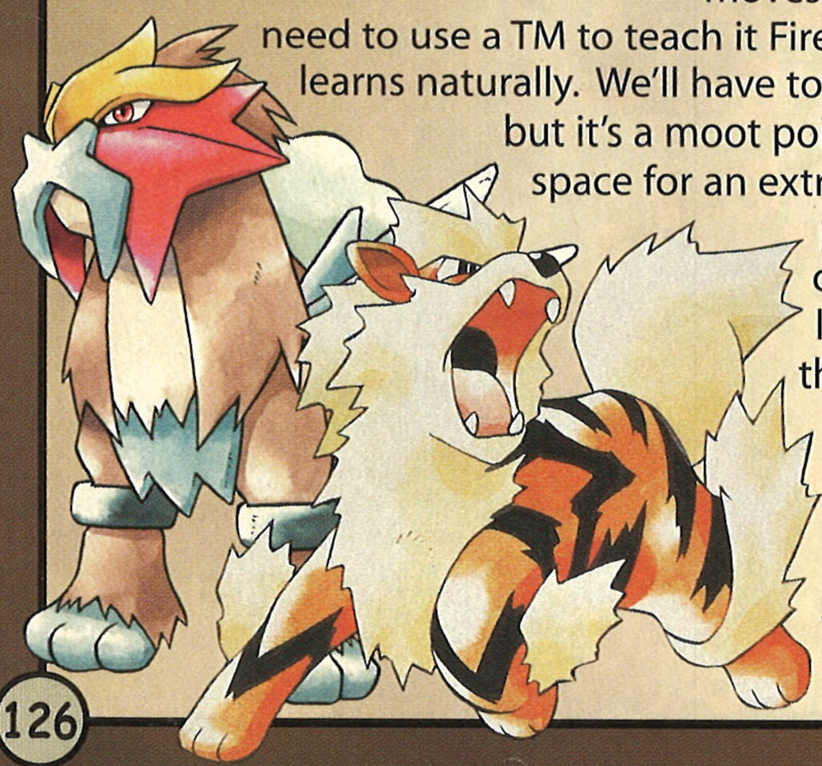
Evolution

Magikarp at level 0

Gyarados at level 20

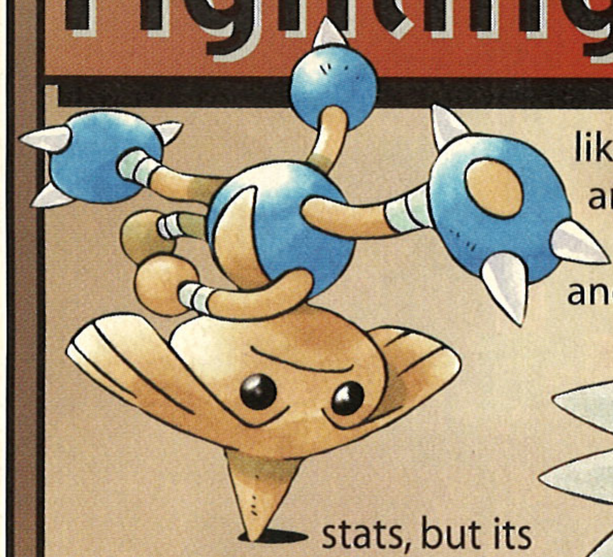
Best of Type: Fire

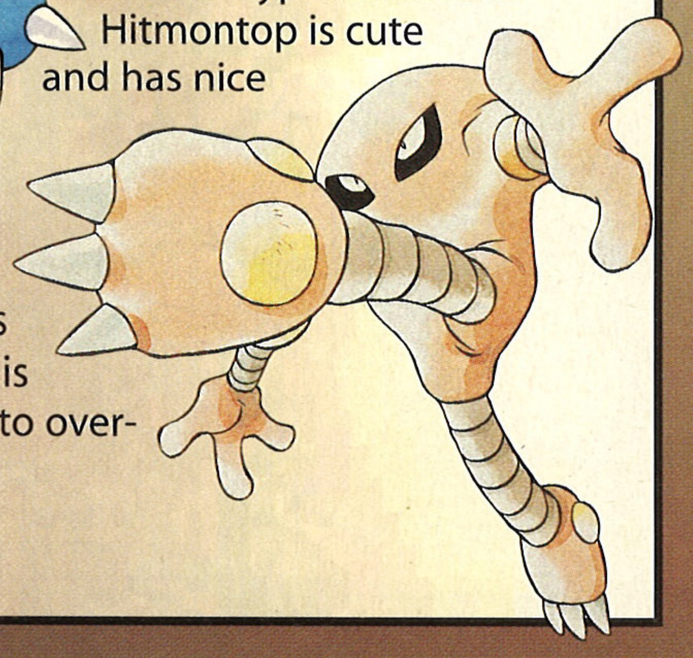
Has Entei stolen Arcanine's crown? Surprisingly, their stats are nearly identical. Arcanine learns its power moves earlier, but you'll need to use a TM to teach it Fireblast, which Entei learns naturally. We'll have to call this one a tie, but it's a moot point if you have space for an extra Flyer in your party, since a Ho-oh raised from level 40 smokes them both. (Since Flyers do have serious weaknesses, it's best not to use more than one or two at once.)



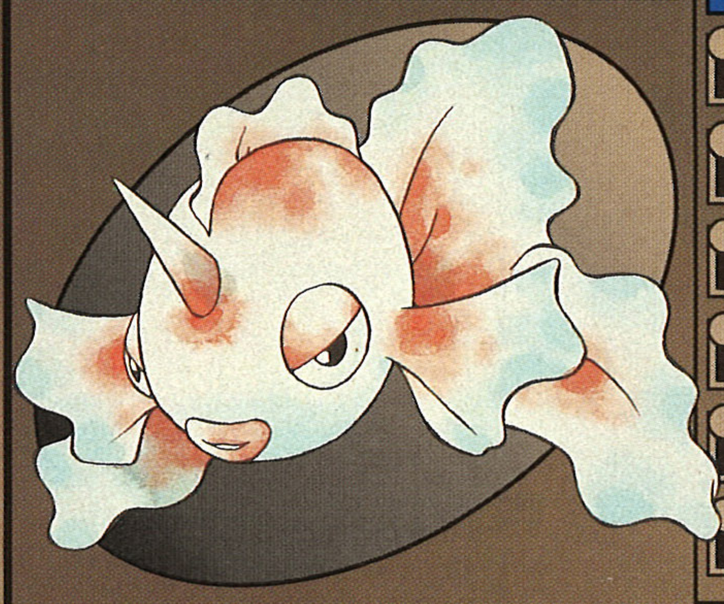
Best of Type: Fighting

Hitmonlee still seems to be the game's best fighter. In fact, its new Special Defense boost makes it even stronger than before, and Fighters are likely to be more useful if Dark and Steel-types catch on. Hitmontop is cute and has nice stats, but its shortage of attack moves is too severe of an obstacle to overcome.





Goldeen #118



TYPE 1	TYPE 2
Water	-

HP	210
ATTACK	160
DEFEND	150
SP. ATK.	80
SP. DEF.	110
SPEED	140

LEVEL	Move	PWR.	ACC.	PP
start	**Peck** — Flying • No special properties	35	100	35
start	**Tail Whip** — Normal • Reduces opponent's Defense	-	100	30
10	**Supersonic** — Normal • Confuses opponent	-	55	20
15	**Horn Attack** — Normal • No special properties	65	100	35
24	**Flail** — New Normal • Gains Power based on how little HP user has	-	100	15
29	**Fury Attack** — Normal • Attacks 2-5 times in one turn	15	85	20
38	**Waterfall** — Water • Field: Can swim up waterfalls	80	100	15
43	**Horn Drill** — Normal • If it hits, opponent faints	-	30	5
52	**Agility** — Psychic • Greatly raises user's Speed	-	-	30

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

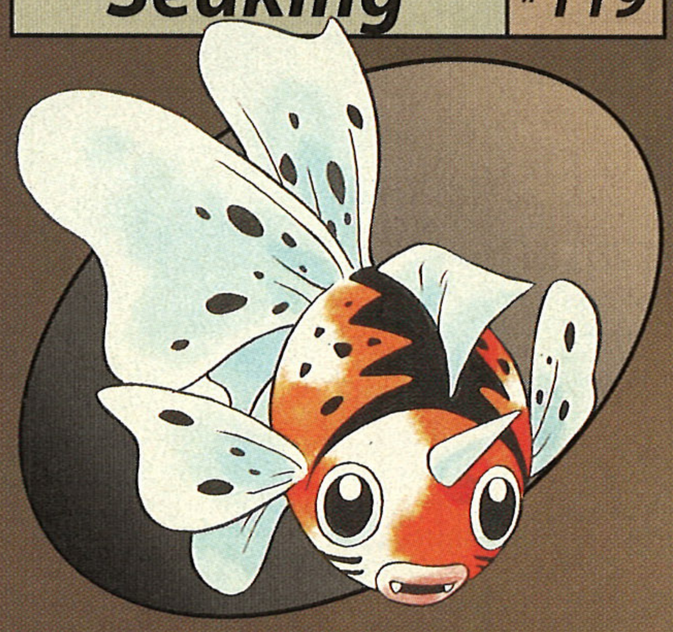
Fish in Route 4, 9, 10, 24, 25, 42, Dark Cave, Mt. Mortar, etc.

Evolution

Goldeen at level 0

Seaking at level 33

Seaking #119



TYPE 1	TYPE 2
Water	-

HP	270
ATTACK	220
DEFEND	150
SP. ATK.	140
SP. DEF.	170
SPEED	150

LEVEL	Move	PWR.	ACC.	PP
start	**Peck** — Flying • No special properties	35	100	35
start	**Tail Whip** — Normal • Reduces opponent's Defense	-	100	30
10	**Supersonic** — Normal • Confuses opponent	-	55	20
15	**Horn Attack** — Normal • No special properties	65	100	35
24	**Flail** — New Normal • Gains Power based on how little HP user has	-	100	15
29	**Fury Attack** — Water • Raises Power of Water-type attacks for 5 turns	15	85	20
41	**Waterfall** — Water • Field: Can swim up waterfalls	80	100	15
49	**Horn Drill** — Normal • If it hits, opponent faints	-	30	5
61	**Agility** — Psychic • Greatly raises user's Speed	-	-	30

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

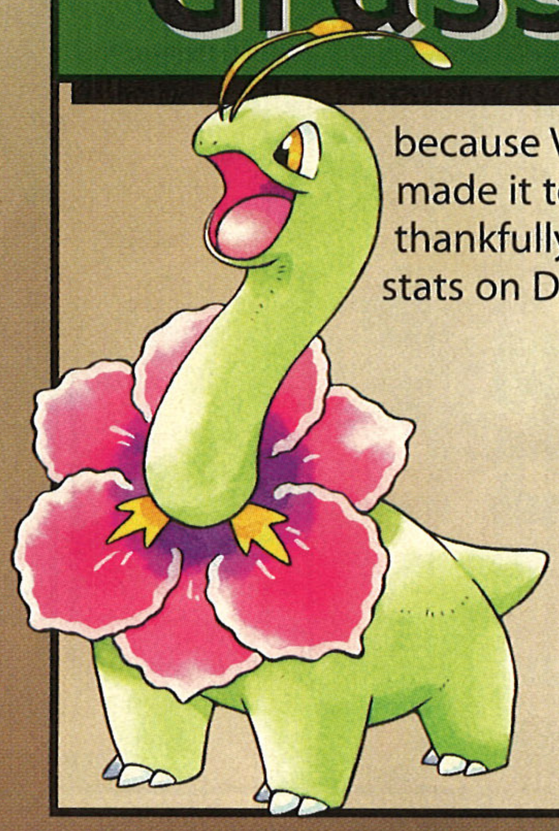
Evolve from Seaking or Fish with Super Rod in Route 4, 9, 10, 24, 25, 42, etc.

Evolution

Goldeen at level 0

Seaking at level 33

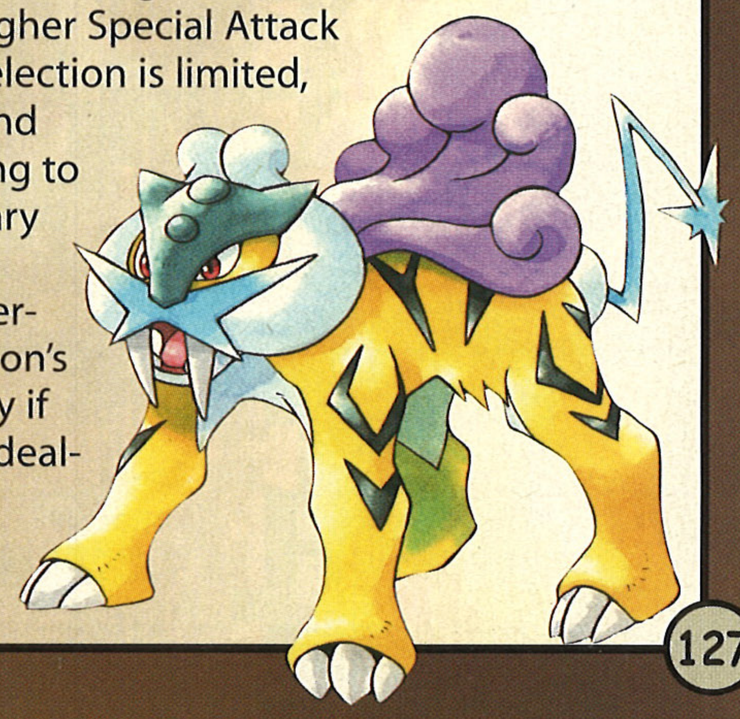
Best of Type: Grass



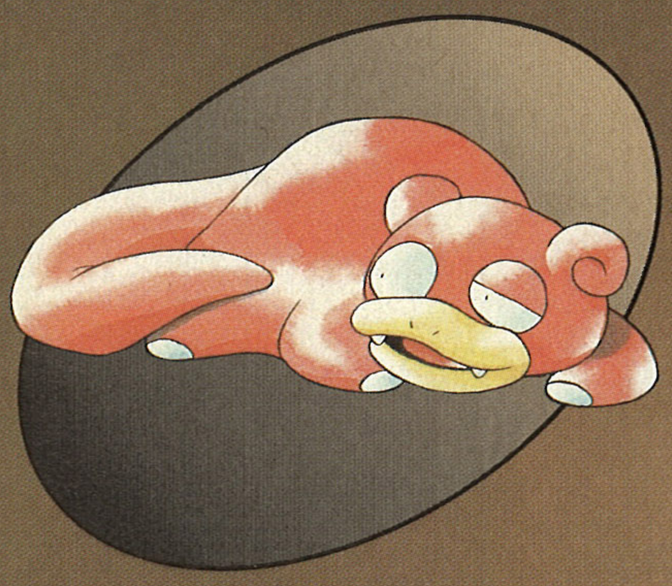
Suddenly, there are a ton of great pure-Grass Pokémon to choose from. We picked the so-so Tangela as the champ for Red/Blue/Yellow, because Venusaur's half-Poison nature made it too weak to Psychics. Meganium, thankfully, is pure Grass, and has strong stats on Defense. It doesn't have many stand-out moves (Synthesis and Body Slam are solid), but if you use TM 19 to teach it Giga Drain, it can be a good fighter. Bellossom is a close second, with inferior stats but strong attack moves like Petal Dance.

Best of Type: Electric

Jolteon topped this category last time, but its stats have been brought down a few notches in Gold/Silver. Raikou, the only viable challenger, is a bit slower than Jolteon (though still faster than most Pokémon), but has a higher Special Attack and Defense. Its skill selection is limited, but it does get Spark and Thunder. If you're willing to invest the time necessary to get it to level 70+, it probably is a better overall Pokémon. Still, Jolteon's Pin Missile is a necessity if your team has trouble dealing with Psychics.



Slowpoke #079



TYPE 1	TYPE 2
Water	Psychic

HP	290
ATTACK	100
DEFEND	100
SP. ATK.	100
SP. DEF.	100
SPEED	50

G S

Catch in Slowpoke Well. Also catch in Tohjo Falls.

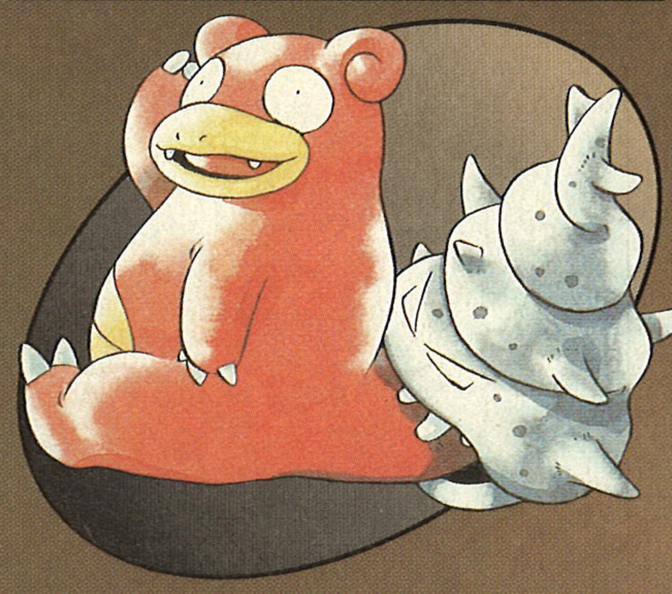
Evolution

Slowpoke at level 0 → Slowbro at level ? → Slowking Trade+King's Rock

LEVEL	Move	PWR.	ACC.	PP
start	Curse	-	-	10
	New ??? • If used by Ghost cuts own HP by half, hurts opponent each turn			
start	Tackle	35	95	35
	Normal • No special properties			
6	Growl	-	100	40
	Normal • Reduces opponent's Attack			
15	Water Gun	40	100	25
	Water • No special properties			
20	Confusion	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
29	Disable	-	55	20
	Changed Normal • Disable opponent's last used move for a few turns			
34	Headbutt	70	100	15
	Normal • Added Effect: Oppt Flinches(30%)/Field:Knock Pokémon from trees			
43	Amnesia	-	-	20
	Changed Psychic • Greatly raises user's Special Defense			
48	Psychic	90	100	10
	Psychic • Added Effect: Reduces opponents Special Defense (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Slowbro #080



TYPE 1	TYPE 2
Water	Psychic

HP	300
ATTACK	170
DEFEND	240
SP. ATK.	240
SP. DEF.	200
SPEED	70

G S

Evolve from Slowbro or catch in Slowpoke Well (B2 only).

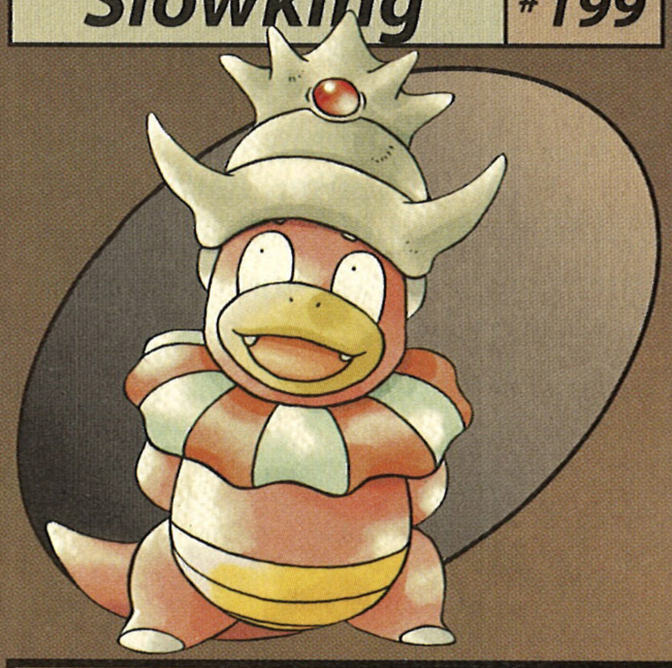
Evolution

Slowpoke at level 0 → Slowbro at level ? → Slowking Trade+King's Rock

LEVEL	Move	PWR.	ACC.	PP
start	Curse	-	-	10
	New ??? • If used by Ghost cuts own HP by half, hurts opponent each turn			
start	Tackle	35	95	35
	Normal • No special properties			
6	Growl	-	100	40
	Normal • Reduces opponent's Attack			
15	Water Gun	40	100	25
	Water • No special properties			
20	Confusion	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
29	Disable	-	55	20
	Changed Normal • Disable opponent's last used move for a few turns			
34	Headbutt	70	100	15
	Normal • Added Effect: Oppt Flinches(30%)/Field:Knock Pokémon from trees			
37	Withdraw	-	-	40
	Water • Raises user's Defense			
46	Amnesia	-	-	20
	Changed Psychic • Greatly raises user's Special Defense			
54	Psychic	90	100	10
	Psychic • Added Effect: Reduces opponents Special Defense (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Slowking #199



TYPE 1	TYPE 2
Water	Psychic

HP	310
ATTACK	280
DEFEND	180
SP. ATK.	220
SP. DEF.	240
SPEED	80

G S

Evolve from Slowpoke (by trading with King's Rock).

Evolution

Slowpoke at level 0 → Slowbro at level 37 → Slowking Trade+King's Rock

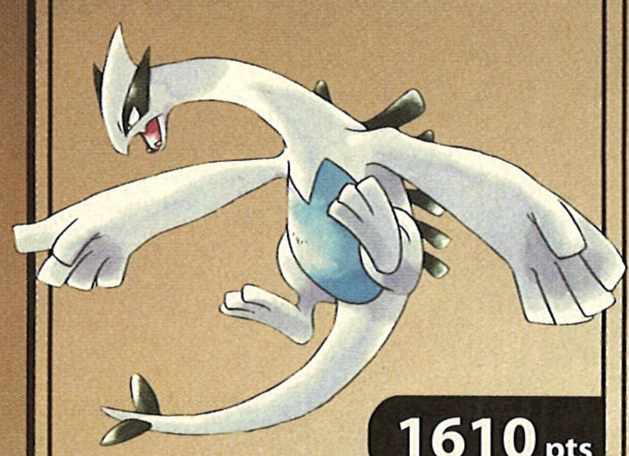
LEVEL	Move	PWR.	ACC.	PP
start	Curse	-	-	10
	New ??? • If used by Ghost cuts own HP by half, hurts opponent each turn			
start	Tackle	35	95	35
	Normal • No special properties			
6	Growl	-	100	40
	Normal • Reduces opponent's Attack			
15	Water Gun	40	100	25
	Water • No special properties			
20	Confusion	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
29	Disable	-	55	20
	Changed Normal • Disable opponent's last used move for a few turns			
34	Headbutt	70	100	15
	Normal • Added Effect: Oppt Flinches(30%)/Field:Knock Pokémon from trees			
43	Swagger	-	90	10
	New Normal • Confuses opponent but greatly raises opponent's Attack			
48	Psychic	90	100	10
	Psychic • Added Effect: Reduces opponents Special Defense (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Pokémon Top Twenty

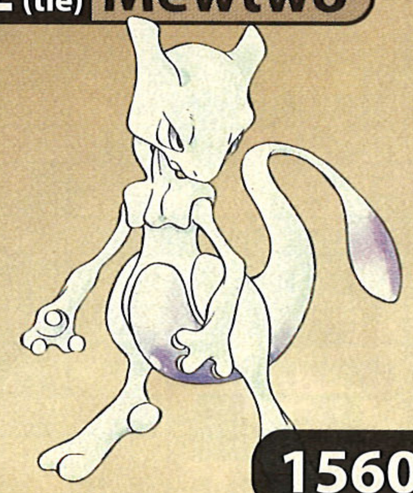
These are the top twenty Pokémon, based on total stats. Twelve newbies made the list, edging out old faves like Jolteon, Gyarados, and Cloyster.

#1 Lugia



1610 pts

#2 (tie) Mewtwo

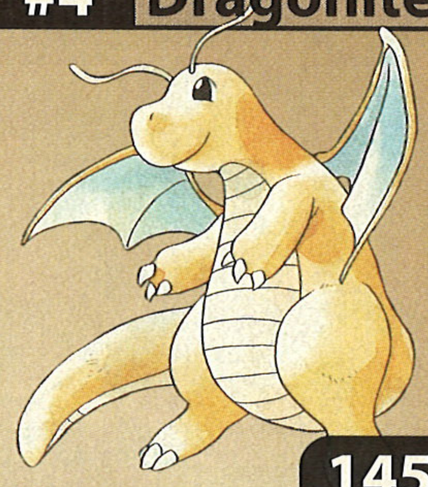


1560 pts

#2 (tie) Ho-oh

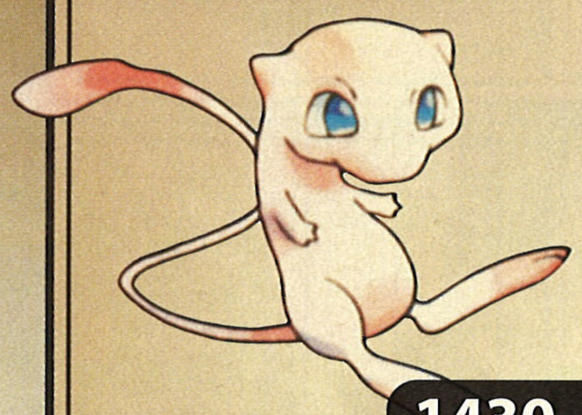
1560 pts

#4 Dragonite



1450 pts

#5 (tie) Mew



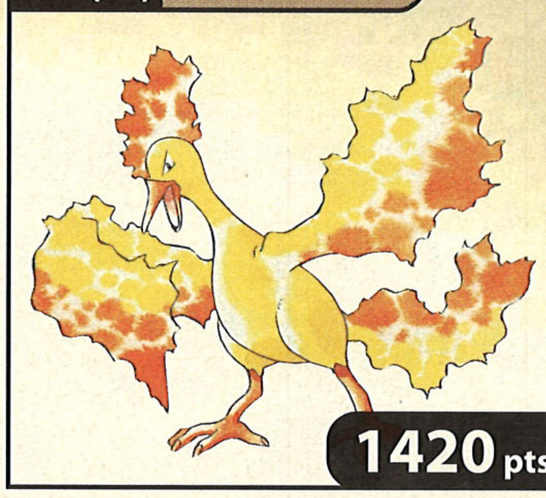
1430 pts

#5 (tie) ??????

?

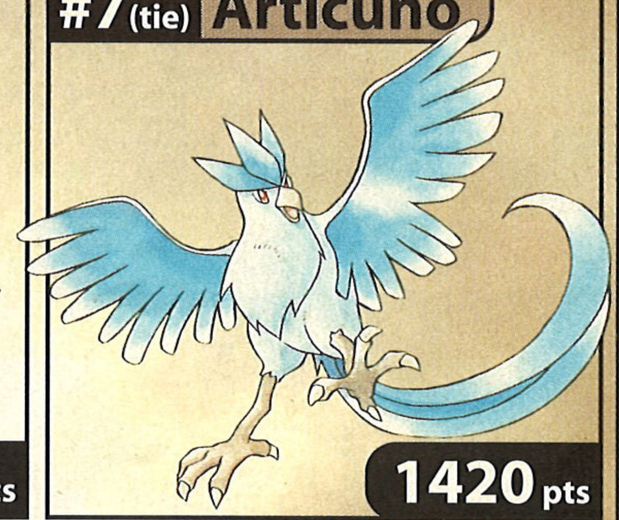
1430 pts

#7 (tie) Moltres



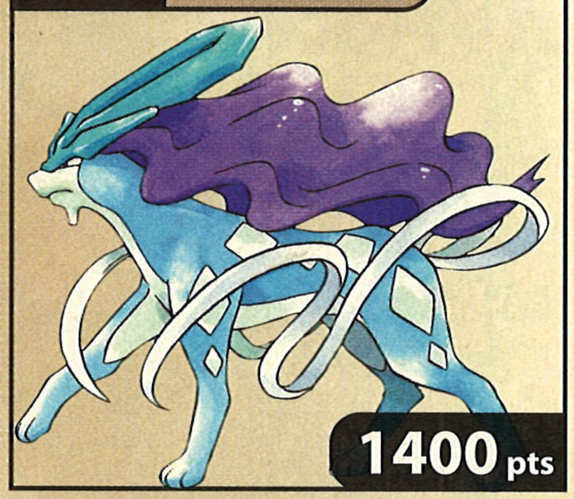
1420 pts

#7 (tie) Articuno



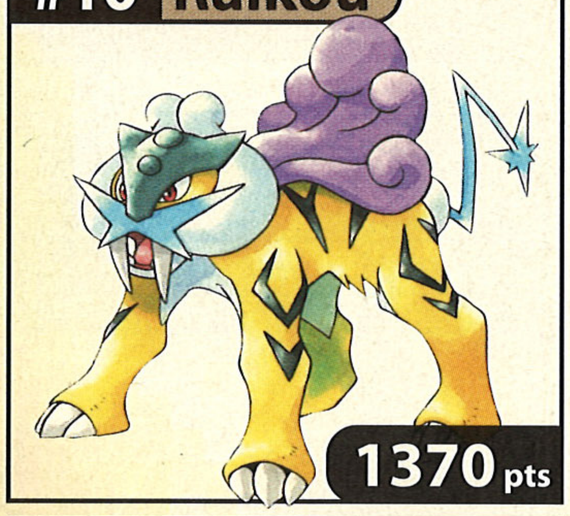
1420 pts

#9 Suicune



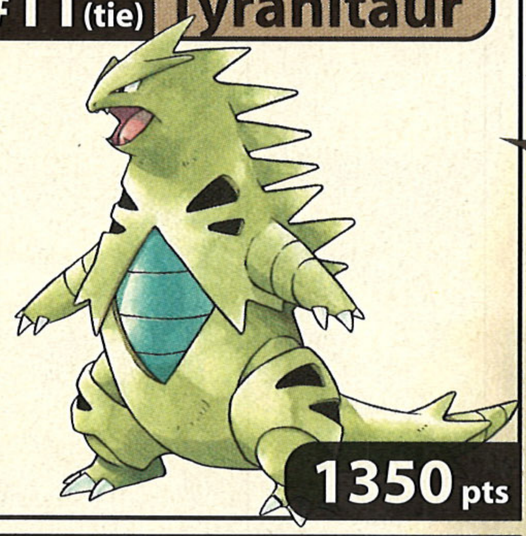
1400 pts

#10 Raikou



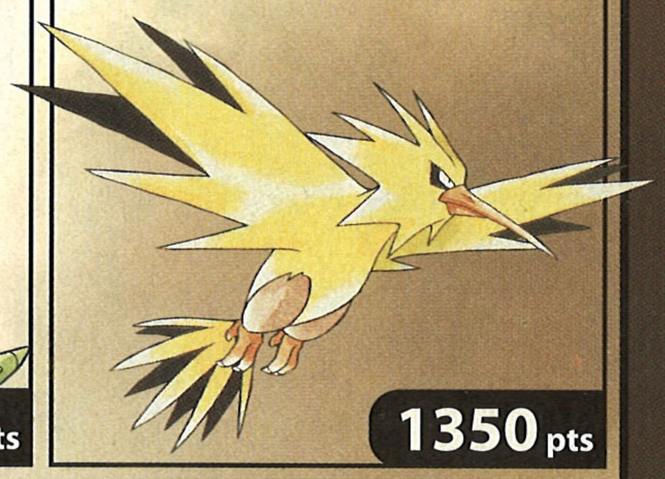
1370 pts

#11 (tie) Tyranitaur



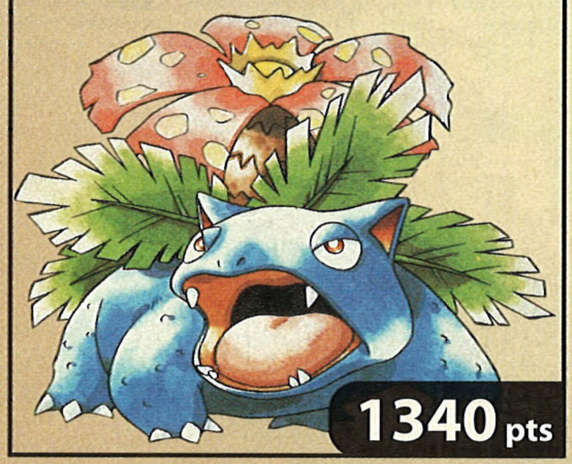
1350 pts

#11 (tie) Zapdos



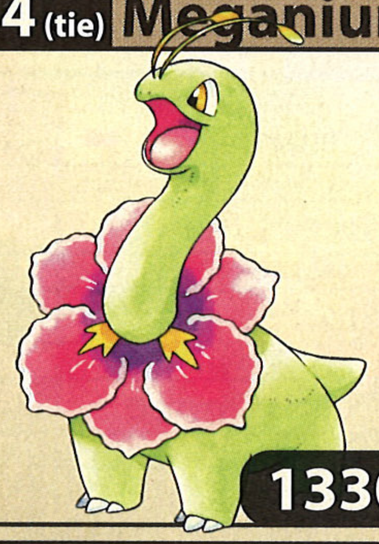
1350 pts

#13 Venusaur



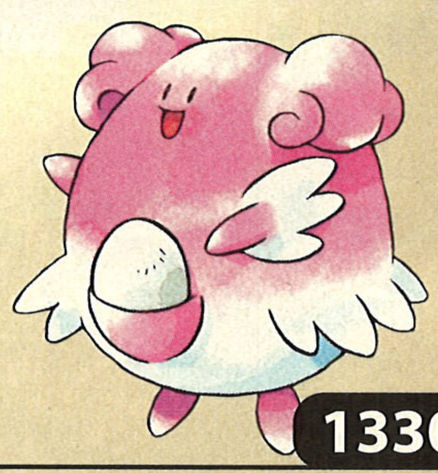
1340 pts

#14 (tie) Meganium



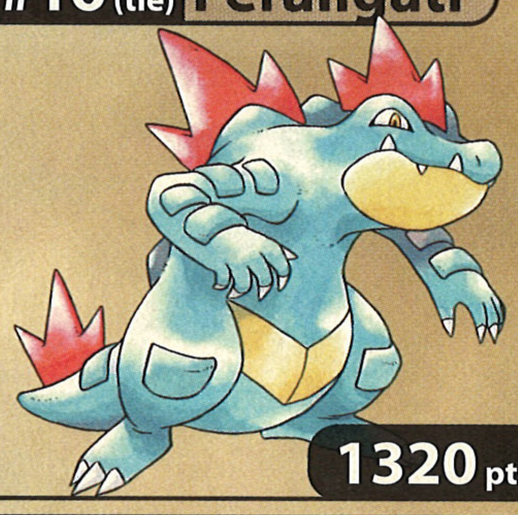
1330 pts

#14 (tie) Blissey



1330 pts

#16 (tie) Feraligatr



1320 pts

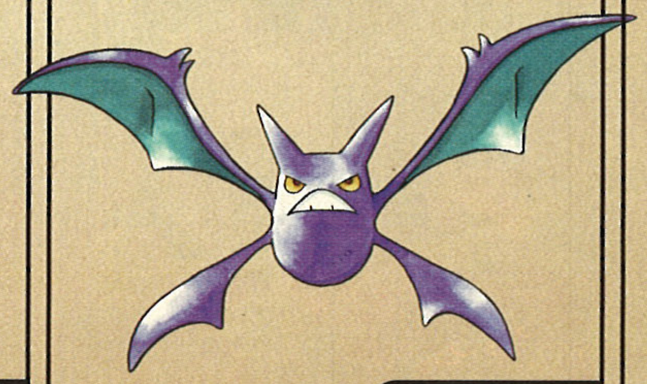
#16 (tie) Kingdra

1320 pts

#18 (tie) Arcanine

1310 pts

#18 (tie) Crobat

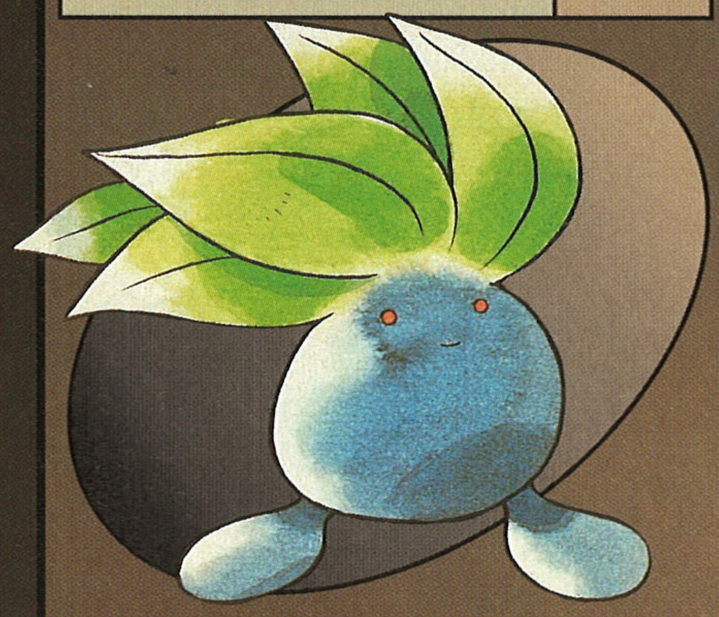


1310 pts

#18 (tie) Slowking

1310 pts

Oddish #043



TYPE 1	TYPE 2
Grass	Poison

HP	210
ATTACK	110
DEFEND	120
SP. ATK.	160
SP. DEF.	140
SPEED	80

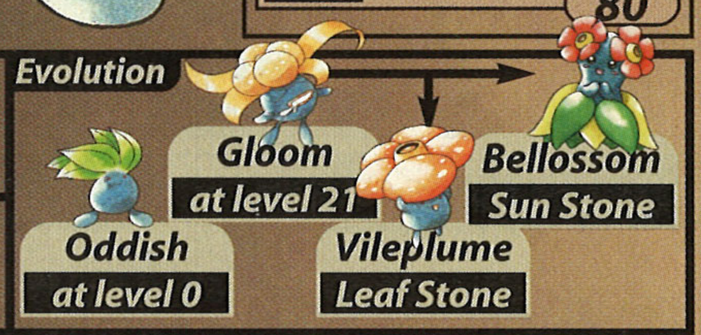
LEVEL	Move	PWR.	ACC.	PP
start	**Absorb**	20	100	20
	Grass • Refills HP by half of damage dealt to opponent			
7	**Sweet Scent**	-	100	20
	New Normal • Reduces opponent's Evasion/Field: Attracts wild Pokémon			
14	**Poison Powder**	-	75	35
	Poison • Opponent becomes Poisoned			
16	**Stun Spore**	-	75	30
	Grass • Paralyzes opponent			
18	**Sleep Powder**	-	75	15
	Grass • Puts opponent to Sleep			
23	**Acid**	40	100	30
	Poison • Added Effect: Reduces opponent's Defense (10% success)			
32	**Moonlight**	-	-	5
	New Normal • Refills HP. Efficacy changes based on time of day			
39	**Petal Dance**	70	100	20
	Grass • Attacks 2-3 turns in a row, then user becomes Confused			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

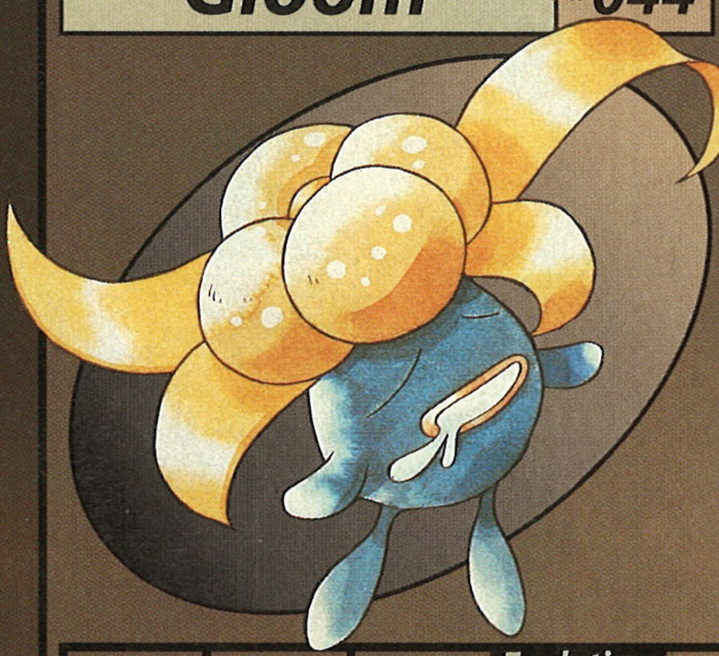
G S

Catch in Route 5, 6, 24, 25, and Ilex Forest (night only).

Evolution



Gloom #044



TYPE 1	TYPE 2
Grass	Poison

HP	250
ATTACK	150
DEFEND	160
SP. ATK.	190
SP. DEF.	170
SPEED	100

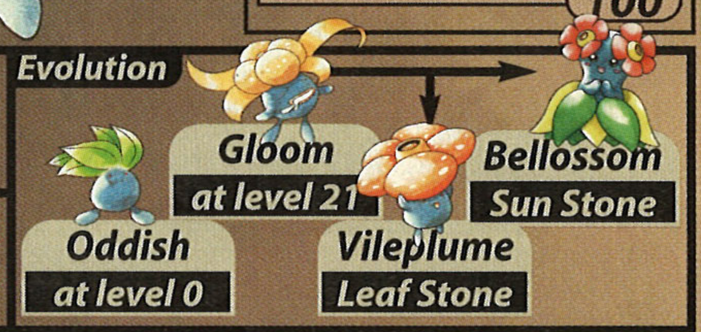
LEVEL	Move	PWR.	ACC.	PP
start	**Absorb**	20	100	20
	Grass • Refills HP by half of damage dealt to opponent			
7	**Sweet Scent**	-	100	20
	New Normal • Reduces opponent's Evasion/Field: Attracts wild Pokémon			
14	**Poison Powder**	-	75	35
	Poison • Opponent becomes Poisoned			
16	**Stun Spore**	-	75	30
	Grass • Paralyzes opponent			
18	**Sleep Powder**	-	75	15
	Grass • Puts opponent to Sleep			
24	**Acid**	40	100	30
	Poison • Added Effect: Reduces opponent's Defense (10% success)			
35	**Moonlight**	-	-	5
	New Normal • Refills HP. Efficacy changes based on time of day			
44	**Petal Dance**	70	100	20
	Grass • Attacks 2-3 turns in a row, then user becomes Confused			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

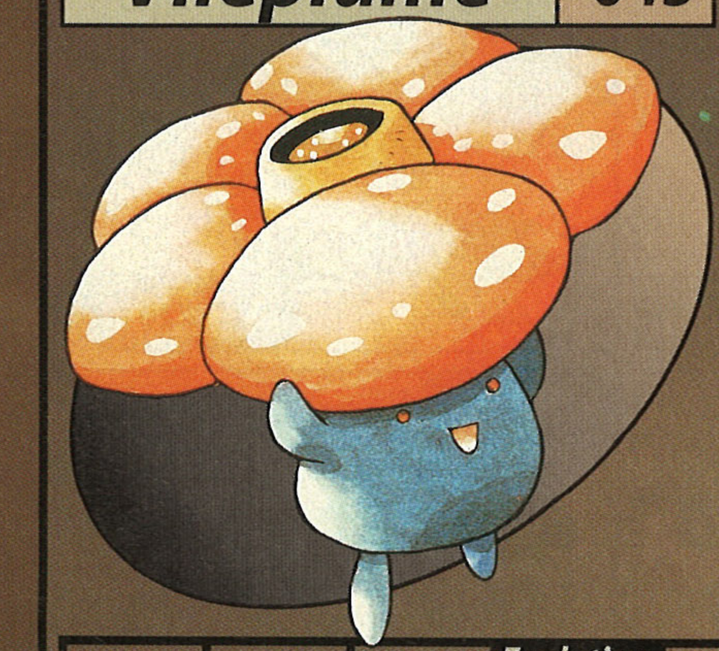
G S

Evolve from Oddish or catch in Route 5.

Evolution



Vileplume #045



TYPE 1	TYPE 2
Grass	Poison

HP	300
ATTACK	160
DEFEND	160
SP. ATK.	250
SP. DEF.	200
SPEED	130

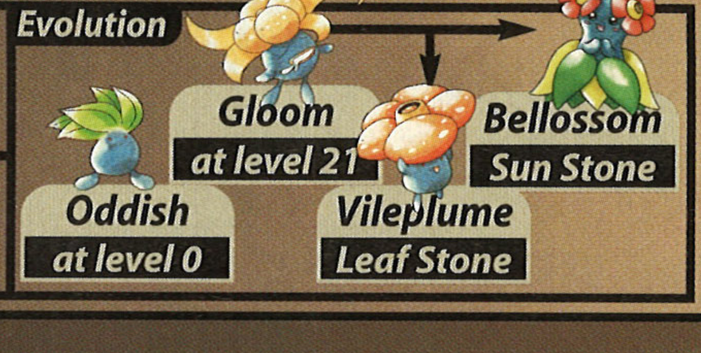
LEVEL	Move	PWR.	ACC.	PP
start	**Absorb**	20	100	20
	Grass • Refills HP by half of damage dealt to opponent			
start	**Sweet Scent**	-	100	20
	New Normal • Reduces opponent's Evasion/Field: Attracts wild Pokémon			
start	**Stun Spore**	-	75	30
	Grass • Paralyzes opponent			
start	**Petal Dance**	70	100	20
	Grass • Attacks 2-3 turns in a row, then user becomes Confused			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

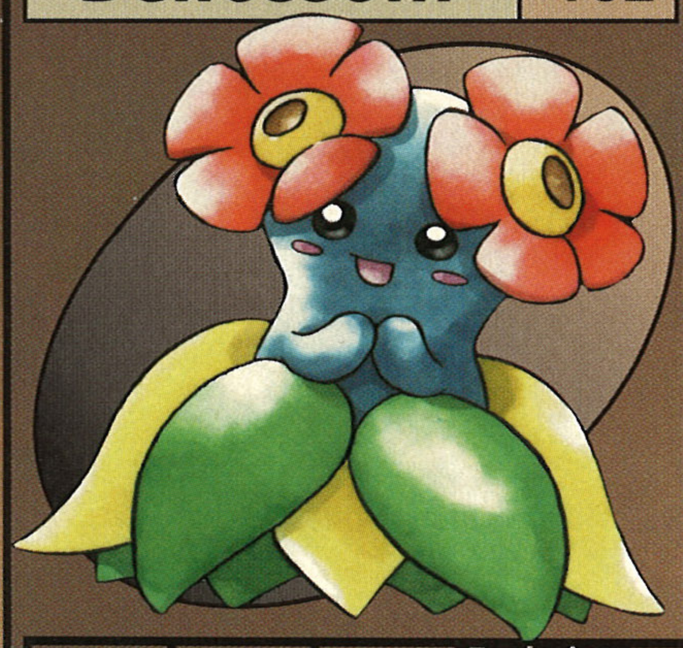
G S

Evolve from Gloom (with Leaf Stone).

Evolution



Bellossom #182



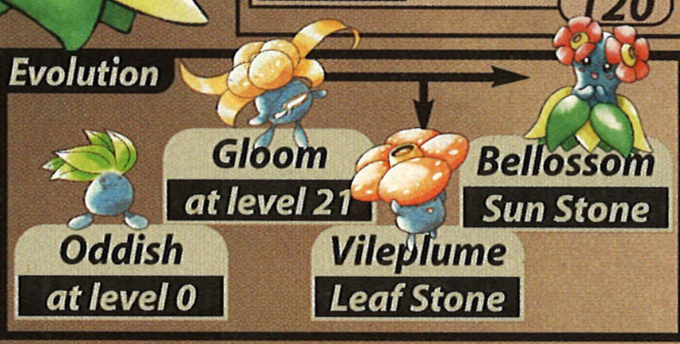
TYPE 1	TYPE 2
Grass	-

HP	280
ATTACK	190
DEFEND	200
SP. ATK.	190
SP. DEF.	210
SPEED	120

G S

Evolve from Gloom (with Sun Stone).

Evolution



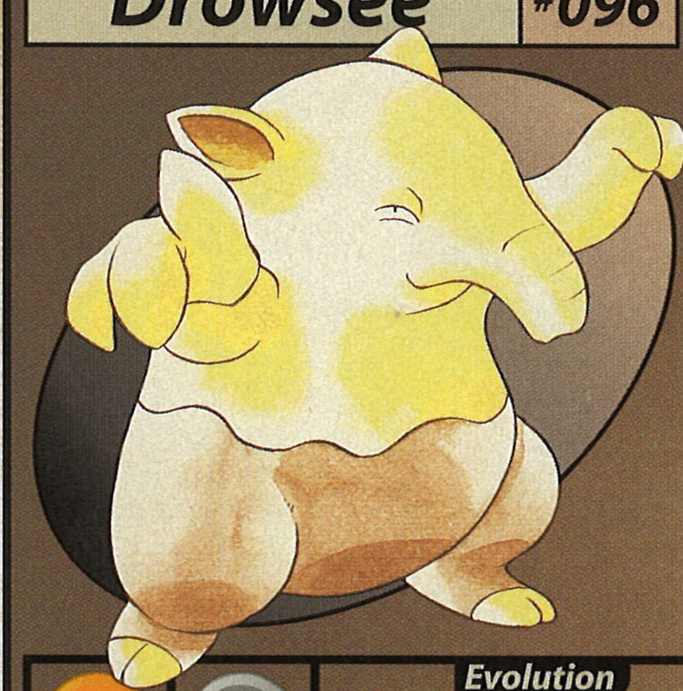
Oddish at level 0 → Gloom at level 21 → Bellossom Sun Stone

Oddish at level 0 → Vileplume Leaf Stone

LEVEL	Move	PWR.	ACC.	PP
start	Absorb	20	100	20
	Grass • Refills HP by half of damage dealt to opponent			
start	Sweet Scent	-	100	20
	New Normal • Reduces opponent's Evasion/Field: Attracts wild Pokémon			
start	Stun Spore	-	75	30
	Grass • Paralyzes opponent			
start	Petal Dance	70	100	20
	Grass • Attacks 2-3 turns in a row, then user becomes Confused			
55	Solarbeam	120	100	10
	Grass • 2nd turn attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Drowsee #096



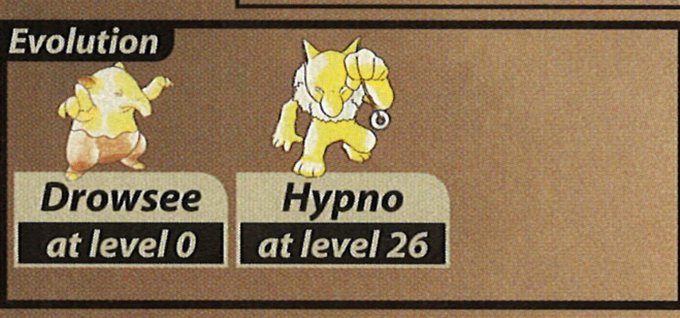
TYPE 1	TYPE 2
Psychic	-

HP	240
ATTACK	120
DEFEND	110
SP. ATK.	100
SP. DEF.	190
SPEED	90

G S

Catch in Route 11, 34, 35.

Evolution

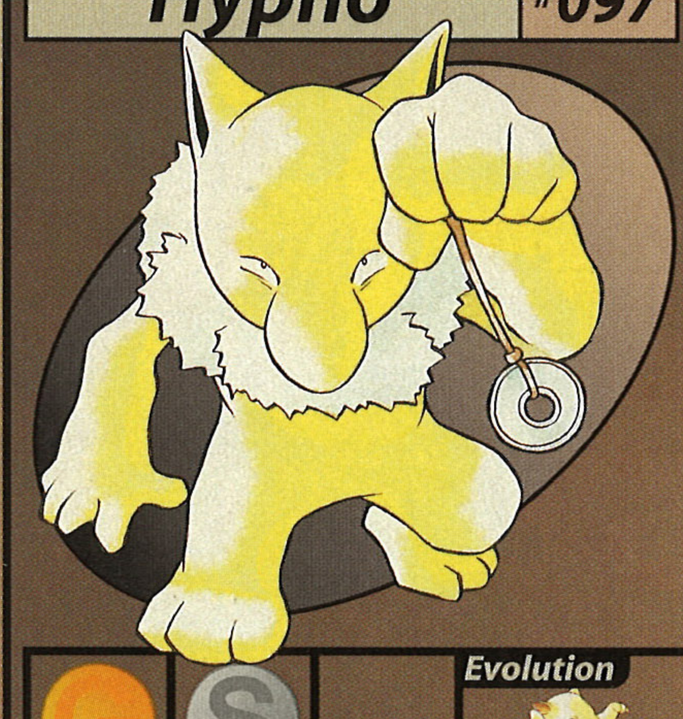


Drowsee at level 0 → Hypno at level 26

LEVEL	Move	PWR.	ACC.	PP
start	Pound	40	100	35
	Normal • No special properties			
start	Hypnosis	-	60	20
	Psychic • Puts opponent to Sleep			
10	Disable	80	75	20
	Changed Normal • Disable opponent's last used move for a few turns			
18	Confusion	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
25	Headbutt	70	100	15
	Normal • Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees			
31	Poison Gas	-	75	35
	Poison • Opponent becomes Poisoned			
36	Meditate	-	-	40
	Psychic • Raises user's Attack			
40	Psychic	90	100	10
	Psychic • Added Effect: Reduces opponent's Special Defense (10% success)			
43	Psych Up	-	-	10
	New Normal • Oppt's moves with beneficial effects also affect your Pokémon			
45	Future Sight	80	90	15
	New Psychic • Attacks opponent two turns later			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Hypno #097



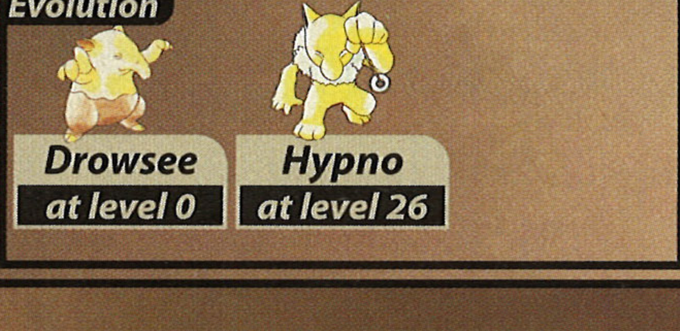
TYPE 1	TYPE 2
Psychic	-

HP	290
ATTACK	170
DEFEND	150
SP. ATK.	180
SP. DEF.	200
SPEED	150

G S

Evolve from Hypno or catch in Route 11.

Evolution

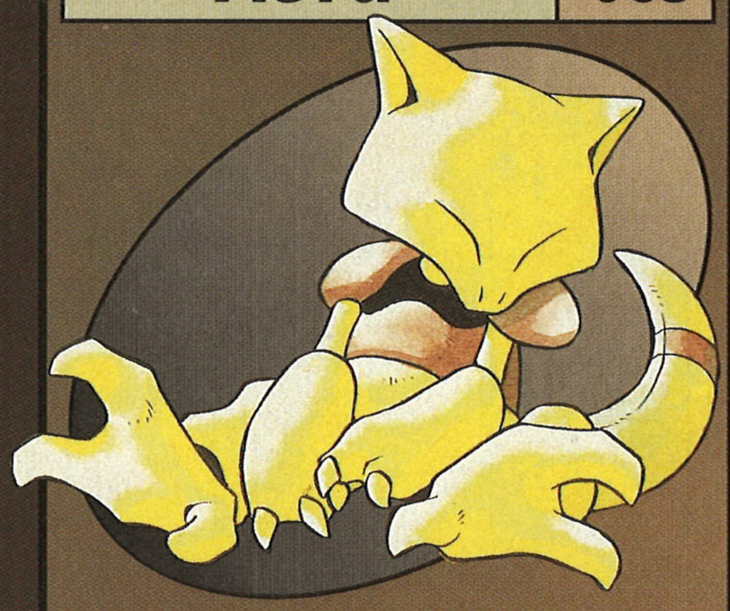


Drowsee at level 0 → Hypno at level 26

LEVEL	Move	PWR.	ACC.	PP
start	Pound	40	100	35
	Normal • No special properties			
start	Hypnosis	-	60	20
	Psychic • Puts opponent to Sleep			
10	Disable	80	75	20
	Changed Normal • Disable opponent's last used move for a few turns			
18	Confusion	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
25	Headbutt	70	100	15
	Normal • Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees			
33	Poison Gas	-	75	35
	Normal • Greatly reduces opponent's Defense			
40	Meditate	-	-	40
	Psychic • Raises user's Attack			
49	Psychic	90	100	10
	Psychic • Added Effect: Reduces opponent's Special Defense (10% success)			
55	Psych Up	-	-	10
	New Normal • Oppt's moves with beneficial effects also affect your Pokémon			
60	Future Sight	80	90	15
	New Psychic • Attacks opponent two turns later			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Abra #063



TYPE 1	TYPE 2
Psychic	-

HP	100
ATTACK	60
DEFEND	50
SP. ATK.	240
SP. DEF.	140
SPEED	210

LEVEL	Move	PWR.	ACC.	PP
start	Teleport	-	-	20
	Psychic • Escape from wild Pokémon/ Field: Return to last Pokémon Center			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

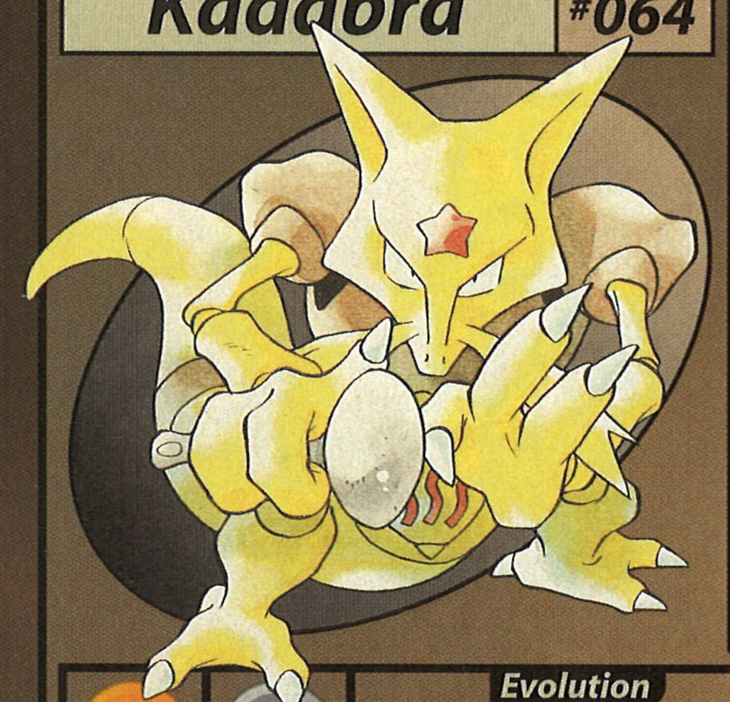
G S

Catch in Route 5, 6, 8, 24, 25, 34, 35, or win at Goldenrod Game Corner.

Evolution

Abra	Kadabra	Alakazam
at level 0	at level 16	Trade

Kadabra #064



TYPE 1	TYPE 2
Psychic	-

HP	190
ATTACK	90
DEFEND	70
SP. ATK.	200
SP. DEF.	100
SPEED	240

LEVEL	Move	PWR.	ACC.	PP
start	Teleport	-	-	20
	Psychic • Escape from wild Pokémon/ Field: Return to last Pokémon Center			
start	Kinesis	-	80	15
	Psychic • Reduces opponent's Accuracy			
16	Confusion	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
18	Disable	-	55	20
	Changed Normal • Disable opponent's last used move for a few turns			
21	Psybeam	65	100	20
	Psychic • Added Effect: Confuses opponent (10% success)			
26	Recover	-	-	20
	Normal • Refills 1/2 of Max HP			
31	Future Sight	80	90	15
	New Psychic • Attacks opponent two turns later			
38	Psychic	90	100	10
	Psychic • Added Effect: Reduces opponent's Special Defense (10% success)			
45	Reflect	-	-	20
	Psychic • Reduces damage from opponent's non-Special attacks by 1/2 for 5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

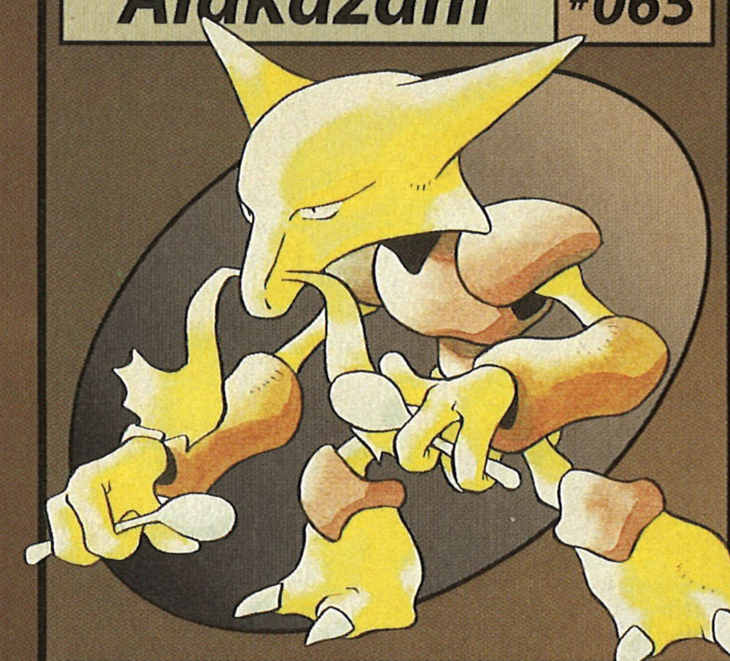
G S

Evolve from Abra or catch in Route 8.

Evolution

Abra	Kadabra	Alakazam
at level 0	at level 16	Trade

Alakazam #065



TYPE 1	TYPE 2
Psychic	-

HP	240
ATTACK	120
DEFEND	100
SP. ATK.	280
SP. DEF.	180
SPEED	270

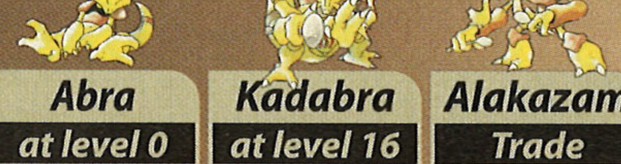
LEVEL	Move	PWR.	ACC.	PP
start	Teleport	-	-	20
	Psychic • Escape from wild Pokémon/ Field: Return to last Pokémon Center			
start	Kinesis	-	80	15
	Psychic • Reduces opponent's Accuracy			
16	Confusion	50	100	25
	Electric • Paralyzes opponent (10% success)			
18	Disable	-	55	20
	Changed Normal • Disable opponent's last used move for a few turns			
21	Psybeam	65	100	20
	Psychic • Added Effect: Confuses opponent (10% success)			
26	Recover	-	-	20
	Normal • Refills 1/2 of Max HP			
31	Future Sight	80	90	15
	Psychic • Added Effect: Reduces opponent's Special Defense (10% success)			
38	Psychic	90	100	10
	Psychic • Added Effect: Reduces opponent's Special Defense (10% success)			
45	Reflect	-	-	20
	Psychic • Reduces damage from opponent's non-Special attacks by 1/2 for 5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

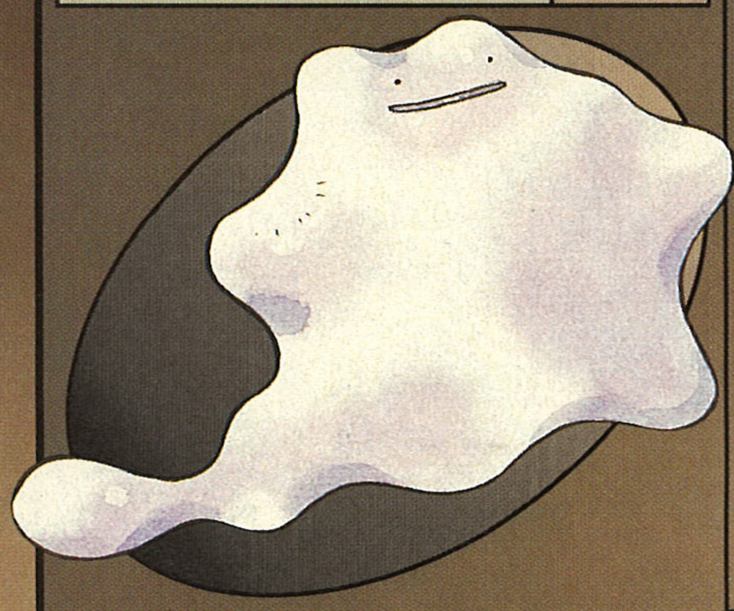
Evolve from Kadabra (by trading only).

Evolution



Abra	Kadabra	Alakazam
at level 0	at level 16	Trade

Ditto #132



TYPE 1	TYPE 2
Normal	-

HP	210
ATTACK	110
DEFEND	110
SP. ATK.	110
SP. DEF.	110
SPEED	110

LEVEL	Move	PWR.	ACC.	PP
start	Transform	-	-	10
	Normal • User becomes copy of opponent, but keeps own stats			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

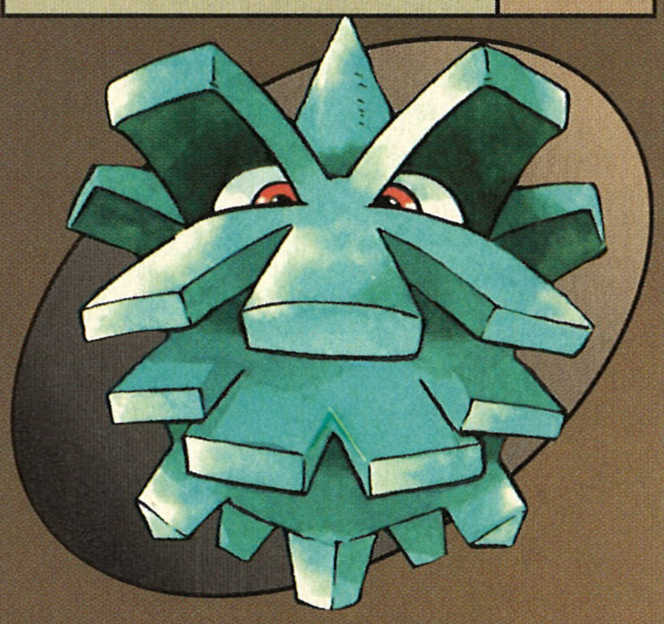
G S

Catch in Route 34 & 35.

Evolution

Ditto at level 0

Pineco #204



TYPE 1	TYPE 2
Bug	-

HP	220
ATTACK	140
DEFEND	200
SP. ATK.	90
SP. DEF.	90
SPEED	50

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
start	Protect	-	-	10
	New Normal • Protects from any attack. If used again, success % decreases			
8	Selfdestruct	200	100	5
	Normal • After using this move, user Faints			
15	Take Down	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
22	Rapid Spin	20	100	40
	New Normal • Escapes from continuous moves like Bind and Leech Seed			
29	Endure	-	-	10
	New Normal • User survives with 1 HP. If used again, success % decreases			
36	Explosion	250	100	5
	Normal • After using this move, user Faints			
43	Spikes	15	85	20
	New Normal • Traps and attacks opponent continuously for 2-5 turns			
50	Double-Edge	120	100	15
	Powered Up Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

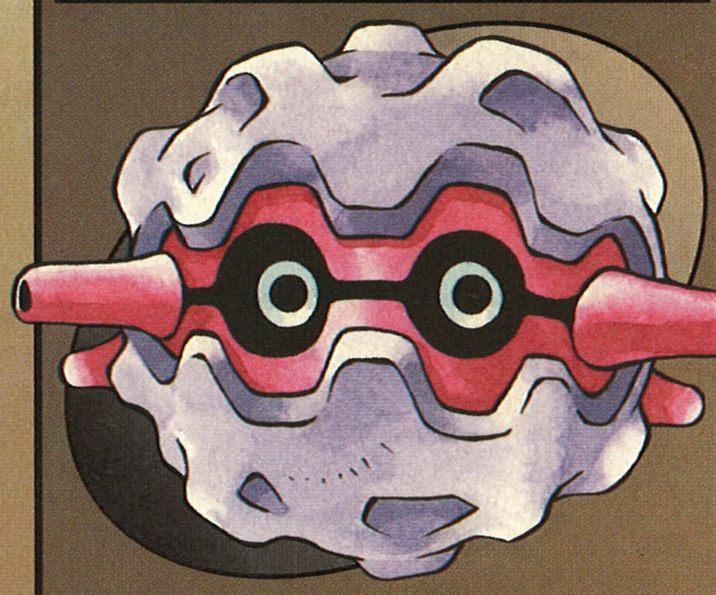
Use Headbutt to knock out of trees (in forest areas).

Evolution

Pineco at level 0

Forretress at level 31

Forretress #205



TYPE 1	TYPE 2
Bug	Steel

HP	280
ATTACK	200
DEFEND	300
SP. ATK.	140
SP. DEF.	140
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
start	Protect	-	-	10
	New Normal • Protects from any attack. If used again, success % decreases			
8	Selfdestruct	200	100	5
	Normal • After using this move, user Faints			
15	Take Down	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
22	Rapid Spin	20	100	40
	New Normal • Escapes from continuous moves like Bind and Leech Seed			
29	Endure	-	-	10
	New Normal • User survives with 1 HP. If used again, success % decreases			
39	Explosion	250	100	5
	Normal • After using this move, user Faints			
49	Spikes	15	85	20
	New Normal • Traps and attacks opponent continuously for 2-5 turns			
59	Double-Edge	120	100	15
	Powered Up Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

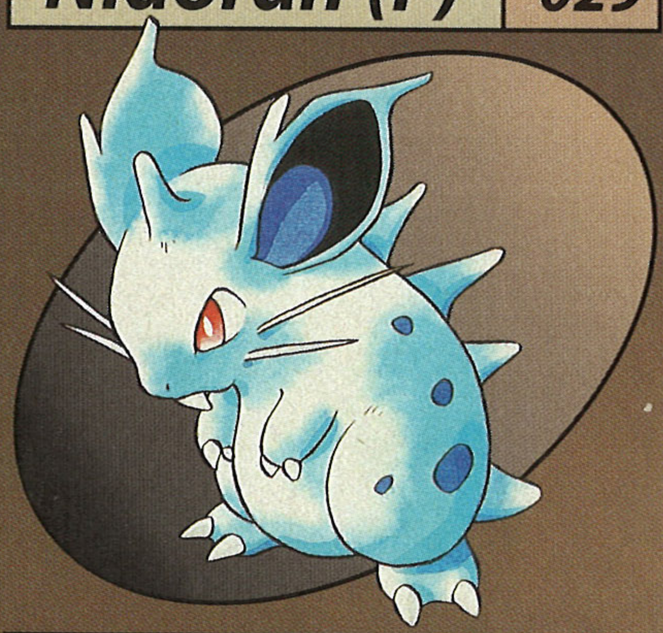
Evolve from Pineco.

Evolution

Pineco at level 0

Forretress at level 31

Nidoran (F) #029



TYPE 1	TYPE 2
Poison	-

HP	240
ATTACK	110
DEFEND	120
SP. ATK.	110
SP. DEF.	110
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
start	**Tackle**	35	95	35
	Normal • No special properties			
8	**Scratch**	40	100	35
	Normal • No special properties			
12	**Double Kick**	30	100	30
	Fighting • Attacks twice in one turn			
17	**Poison Sting**	15	100	35
	Poison • Added Effect: Poisons opponent (30% success)			
23	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
30	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30% success)			
38	**Fury Swipes**	15	85	15
	Normal • Attacks 2-5 times in one turn			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Catch in Route 35 & 36.

Evolution

Nidoran	Nidorina	Nidoqueen
at level 0	at level 16	Moon Stone

Nidorina #030

TYPE 1	TYPE 2
Poison	-

HP	270
ATTACK	150
DEFEND	170
SP. ATK.	120
SP. DEF.	120
SPEED	140

LEVEL	Move	PWR.	ACC.	PP
start	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
start	**Tackle**	35	95	35
	Normal • No special properties			
8	**Scratch**	40	100	35
	Normal • No special properties			
12	**Double Kick**	30	100	30
	Fighting • Attacks twice in one turn			
19	**Poison Sting**	15	100	35
	Poison • Added Effect: Poisons opponent (30% success)			
27	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
36	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30% success)			
46	**Fury Swipes**	15	85	15
	Normal • Attacks 2-5 times in one turn			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

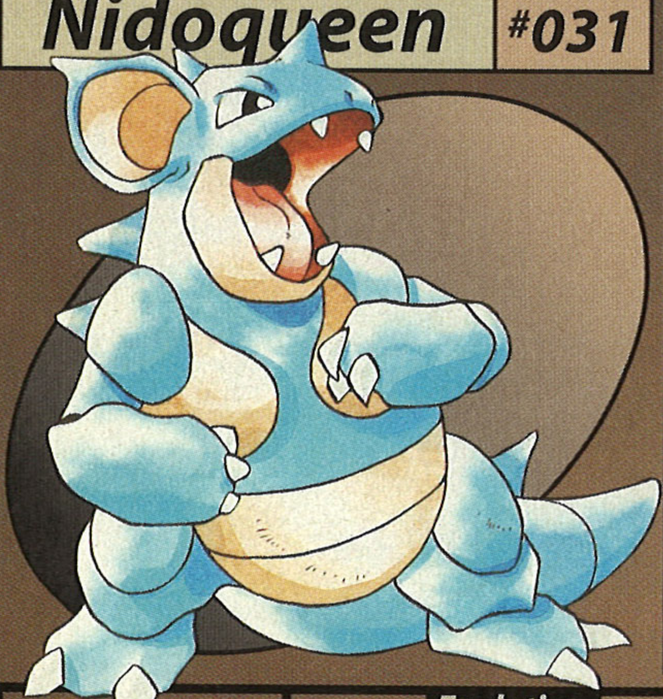
G S

Evolve from Nidoran [female] or catch in Route 13, 14, 15.

Evolution

Nidoran(F)	Nidorina	Nidoqueen
at level 0	at level 16	Moon Stone

Nidoqueen #031



TYPE 1	TYPE 2
Poison	Ground

HP	300
ATTACK	190
DEFEND	200
SP. ATK.	180
SP. DEF.	200
SPEED	170

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Double Kick**	30	100	30
	Fighting• Attacks twice in one turn			
start	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
23	**Body Slam**	85	100	15
	Normal • Added Effect:Paralyzes opponent (30% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

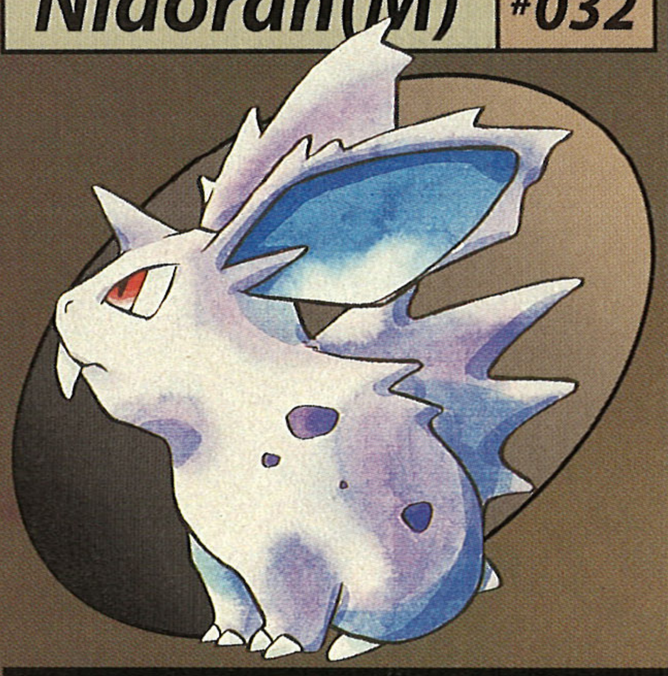
G S

Evolve from Nidorina (with Moon Stone).

Evolution

Nidoran(F)	Nidorina	Nidoqueen
at level 0	at level 16	Moon Stone

Nidoran(M) #032



TYPE 1	TYPE 2
Poison	-

HP	220
ATTACK	130
DEFEND	90
SP. ATK.	100
SP. DEF.	100
SPEED	110

LEVEL	Move	PWR.	ACC.	PP
start	**Leer** — Normal • Reduces opponent's Defense	-	100	30
start	**Tackle** — Normal • No special properties	35	95	35
8	**Horn Attack** — Normal • No special properties	65	100	35
12	**Double Kick** — Fighting • Attacks twice in one turn	30	100	30
17	**Poison Sting** — Poison • Added Effect: Poisons opponent (30% success)	15	100	35
23	**Focus Energy** — Normal • Next move will likely be a critical hit	-	-	30
28	**Fury Attack** — Normal • Attacks 2-5 times in one turn	15	85	20
38	**Horn Drill** — Normal • If it hits, opponent Faints	-	30	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

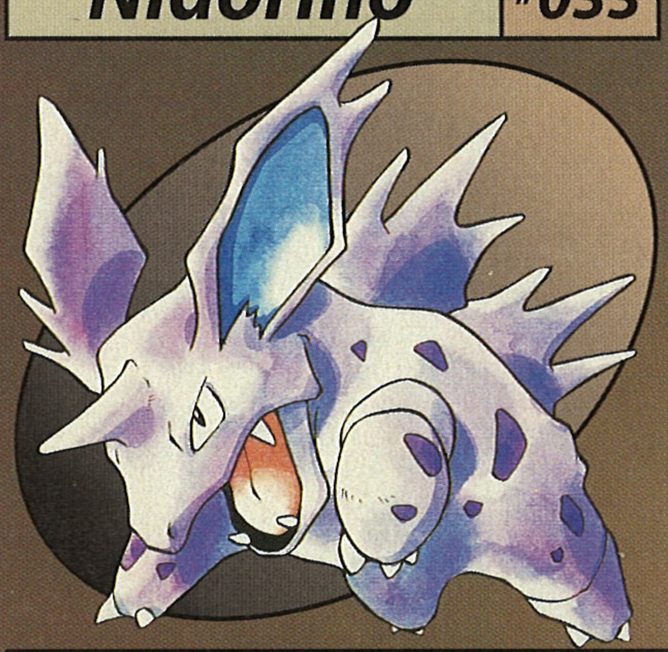
G S

Catch in Route 35 & 36.

Evolution

Nidoran(M) at level 0 → Nidorino at level 16 → Nidoking Moon Stone

Nidorino #033



TYPE 1	TYPE 2
Poison	-

HP	310
ATTACK	190
DEFEND	190
SP. ATK.	160
SP. DEF.	160
SPEED	90

LEVEL	Move	PWR.	ACC.	PP
start	**Leer** — Normal • Reduces opponent's Defense	-	100	30
start	**Tackle** — Normal • No special properties	35	95	35
8	**Horn Attack** — Normal • No special properties	65	100	35
12	**Double Kick** — Fighting • Attacks twice in one turn	30	100	30
19	**Poison Sting** — Poison • Added Effect: Poisons opponent (30% success)	15	100	35
27	**Focus Energy** — Normal • Next move will likely be a critical hit	-	-	30
36	**Fury Attack** — Normal • Attacks 2-5 times in one turn	15	85	20
46	**Horn Drill** — Normal • If it hits, opponent Faints	-	30	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

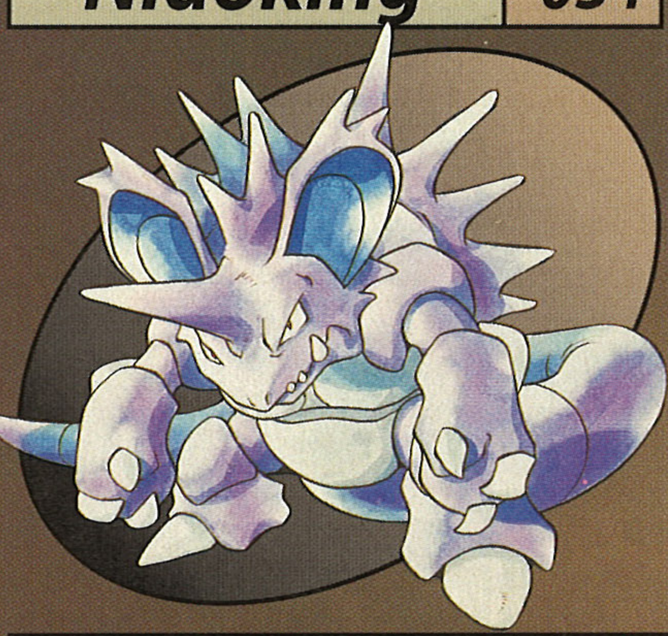
G S

Evolve from Nidoran [male] or catch in Route 13, 14, 15.

Evolution

Nidoran(M) at level 0 → Nidorino at level 16 → Nidoking Moon Stone

Nidoking #034



TYPE 1	TYPE 2
Poison	Ground

HP	300
ATTACK	200
DEFEND	180
SP. ATK.	200
SP. DEF.	180
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle** — Normal • No special properties	35	95	35
start	**Horn Attack** — Normal • No special properties	65	100	35
start	**Double Kick** — Fighting • Attacks twice in one turn	30	100	30
start	**Poison Sting** — Poison • Added Effect: Poisons opponent (30% success)	15	100	35
23	**Thrash** — Normal • Attacks 2-3 times in a row, then user becomes Confused	90	100	20

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

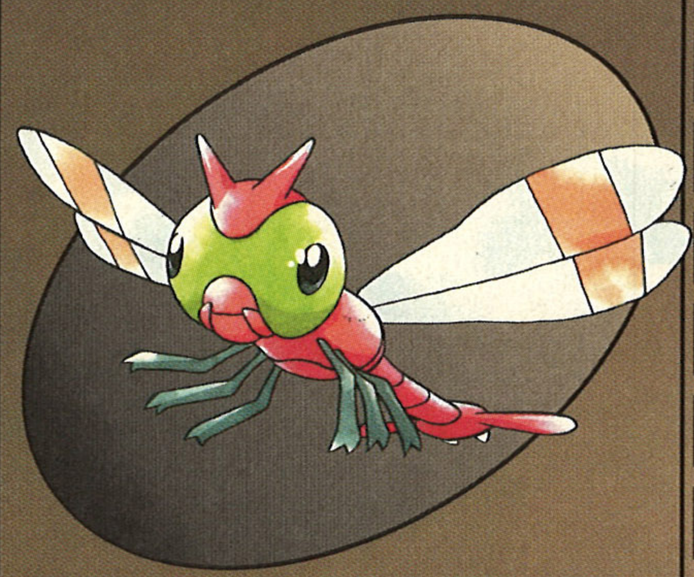
G S

Evolve from Nidorino (with Moon Stone).

Evolution

Nidoran(M) at level 0 → Nidorino at level 16 → Nidoking Moon Stone

Yanma #193



TYPE 1	TYPE 2
Bug	Flying

HP	260
ATTACK	150
DEFEND	120
SP. ATK.	180
SP. DEF.	120
SPEED	210

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Foresight**	-	100	40
	New Normal • Normalizes Oppt.'s Evasion/Normal-type attacks can hit Ghosts			
7	**Quick Attack**	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
13	**Double Team**	-	-	15
	Normal • Raises user's Evasion			
19	**Sonicboom**	-	90	20
	Normal • Deals 20 damage, regardless of Type and Defense			
25	**Detect**	-	-	5
	New Fighting • Protects from any attack. If used again, success % decreases			
31	**Supersonic**	-	-	20
	Normal • Confuses opponent			
37	**Swift**	60	-	20
	Normal • Always hits (except during opponent's Dig, Fly, etc.)			
43	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Catch in Route 35 (especially during swarms).

Evolution

Yanma at level 0

Sunkern #191

TYPE 1	TYPE 2
Grass	-

HP	190
ATTACK	80
DEFEND	80
SP. ATK.	80
SP. DEF.	80
SPEED	80

LEVEL	Move	PWR.	ACC.	PP
start	**Absorb**	20	100	20
	Grass • Refills HP by 1/2 of damage dealt to opponent			
4	**Growth**	-	-	40
	Normal • Raises user's Special Attack			
10	**Mega Drain**	40	100	10
	Grass • Refills HP by 1/2 of damage dealt to opponent			
19	**Sunny Day**	-	-	5
	New Fire • Raises Power of Fire-type attacks for 5 turns			
31	**Synthesis**	-	-	5
	New Grass • Refills HP. Efficacy changes based on time of day			
46	**Giga Drain**	60	100	5
	New Grass • Refills HP by 1/2 of damage dealt to opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

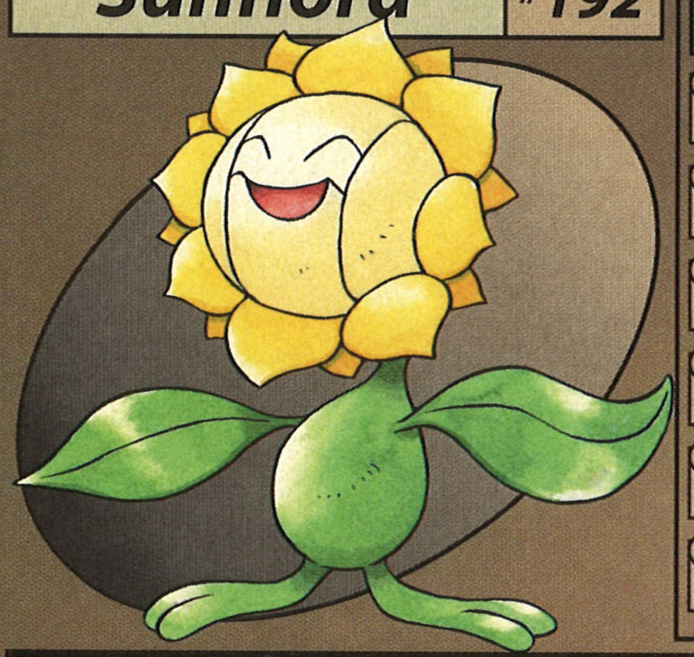
Catch in Route 24 & National Park.

Evolution

Sunkern at level 0

Sunflora Sun Stone

Sunflora #192



TYPE 1	TYPE 2
Grass	-

HP	270
ATTACK	170
DEFEND	130
SP. ATK.	230
SP. DEF.	190
SPEED	80

LEVEL	Move	PWR.	ACC.	PP
start	**Absorb**	20	100	20
	Grass • Refills HP by 1/2 of damage dealt to opponent			
4	**Growth**	-	-	40
	Normal • Raises user's Special Attack			
10	**Mega Drain**	40	100	10
	Grass • Refills HP by 1/2 of damage dealt to opponent			
19	**Sunny Day**	-	-	5
	New Fire • Raises Power of Fire-type attacks for 5 turns			
31	**Petal Dance**	70	100	20
	Grass • Attacks 2-3 turns in a row, then user becomes Confused			
46	**Giga Drain**	60	100	5
	New Grass • Refills HP by 1/2 of damage dealt to opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

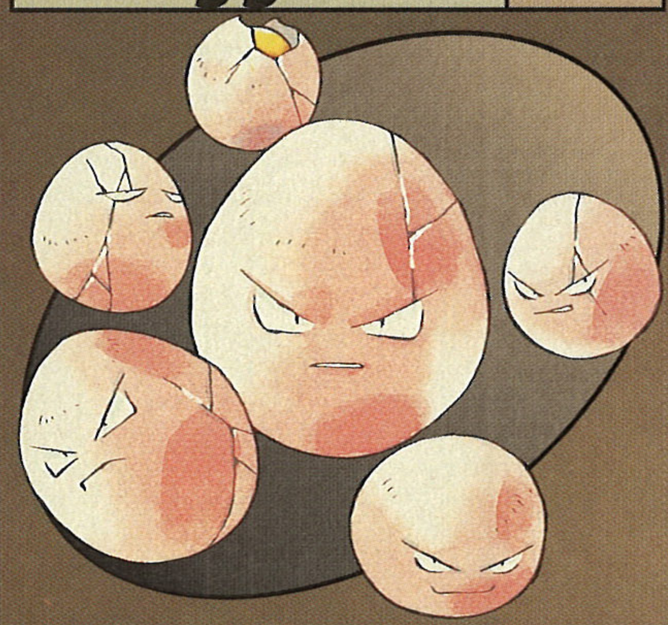
Evolve from Sunkern (with Sun Stone).

Evolution

Sunkern at level 0

Sunflora Sun Stone

Exeggcute #102



TYPE 1	TYPE 2
Grass	Psychic

HP	240
ATTACK	110
DEFEND	120
SP. ATK.	70
SP. DEF.	70
SPEED	150

LEVEL	Move	PWR.	ACC.	PP
start	**Barrage**	40	100	25
	Normal •Attacks 2 - 5 times in one turn			
start	**Hypnosis**	-	60	20
	Psychic •Puts opponent to Sleep			
7	**Reflect**	-	-	20
	Psychic •Reduces damage from oppt's non-Special attacks by 1/2 for 5 turns			
13	**Leech Seed**	-	90	10
	Grass •Steals a bit of HP from opponent every turn until battle ends			
19	**Confusion**	80	75	20
	Psychic • Added effect: Confuses opponent (30% success)			
25	**Stun Spore**	-	75	30
	Grass •Paralyzes opponent			
31	**Poisonpowder**	-	75	35
	Poison •Opponent becomes Poisoned			
37	**Sleep Powder**	-	75	15
	Grass •Put opponent to Sleep			
43	**Solarbeam**	120	100	10
	Grass •2nd turn attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

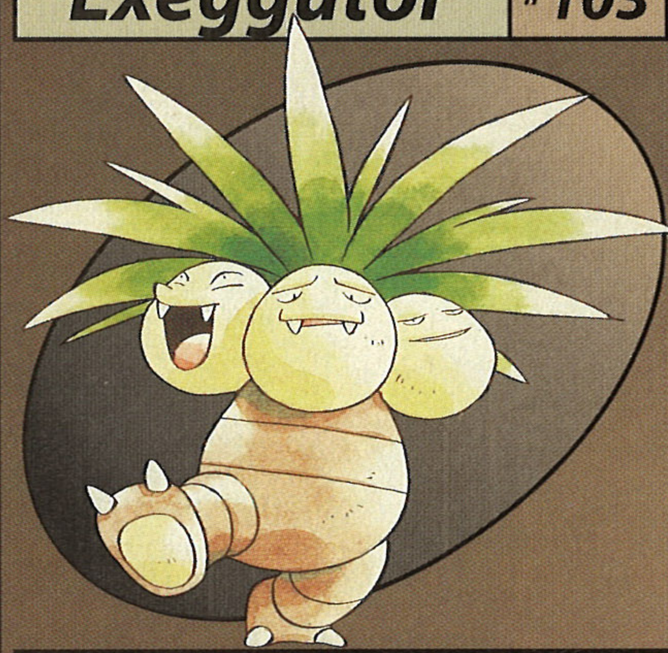
Use Headbutt to knock out of trees (in forest areas).

Evolution

Exeggcute at level 0

Exeggutor Leaf Stone

Exeggutor #103



TYPE 1	TYPE 2
Grass	Psychic

HP	310
ATTACK	190
DEFEND	190
SP. ATK.	160
SP. DEF.	160
SPEED	90

LEVEL	Move	PWR.	ACC.	PP
start	**Barrage**	40	100	25
	Normal •Attacks 2 - 5 times in one turn			
start	**Hypnosis**	-	60	20
	Psychic •Puts opponent to Sleep			
start	**Confusion**	80	75	20
	Psychic • Added effect: Confuses opponent (30% success)			
19	**Stomp**	65	100	20
	Normal • Added effect: Opponent flinches (30% success)			
31	**Egg Bomb**	100	75	10
	Normal •No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

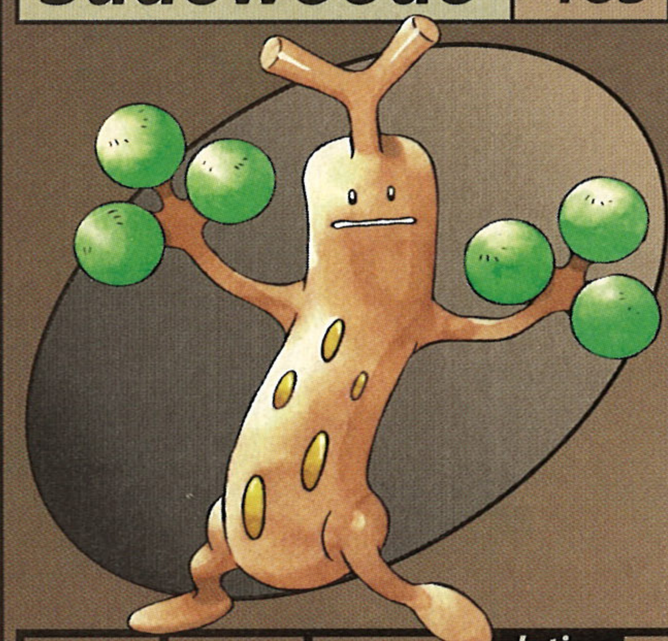
Evolve from Exeggcute.

Evolution

Exeggcute at level 0

Exeggutor Leaf Stone

Sudowoodo #185



TYPE 1	TYPE 2
Rock	-

HP	270
ATTACK	190
DEFEND	150
SP. ATK.	200
SP. DEF.	150
SPEED	190

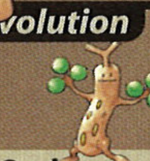
LEVEL	Move	PWR.	ACC.	PP
start	**Rock Throw**	50	90	15
	Accuracy Up Rock •No special properties			
start	**Mimic**	-	100	10
	Normal •Copies last attack opponent used til end of battle			
10	**Flail**	-	100	15
	New Normal •Gains Power based on how little HP user has			
19	**Low Kick**	50	90	20
	Fighting •Added Effect: Opponent Flinches (30% success)			
28	**Rock Slide**	75	90	10
	New Rock •Added Effect: Opponent Flinches (30% success)			
37	**Faint Attack**	60	-	20
	New Dark •Always hits (even during opponent's Dig, Fly, etc.)			
46	**Slam**	80	75	20
	Normal • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

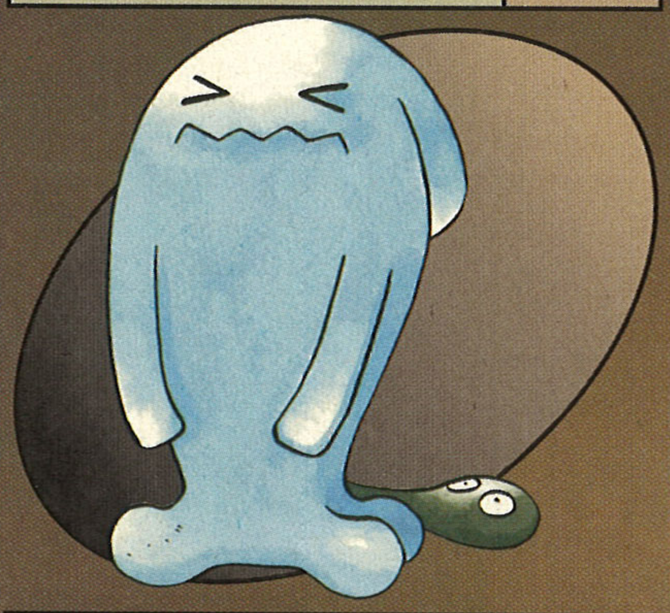
Catch in Route 36 (only one exists).

Evolution



Sudowoodo at level 0

Wobbuffet #202



TYPE 1	TYPE 2
Psychic	-

HP	510
ATTACK	90
DEFEND	130
SP. ATK.	90
SP. DEF.	140
SPEED	80

LEVEL	Move	PWR.	ACC.	PP
start	**Counter**	-	100	20
	Fighting • Attacks 2nd, deals 2X non-special damage just received			
start	**Mirror Coat**	-	100	20
	New Psychic • Attacks 2nd, deals 2X non-Special damage just received			
start	**Safeguard**	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			
start	**Destiny Bond**	-	-	5
	Ghost • If user Faints, opponent Faints too			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

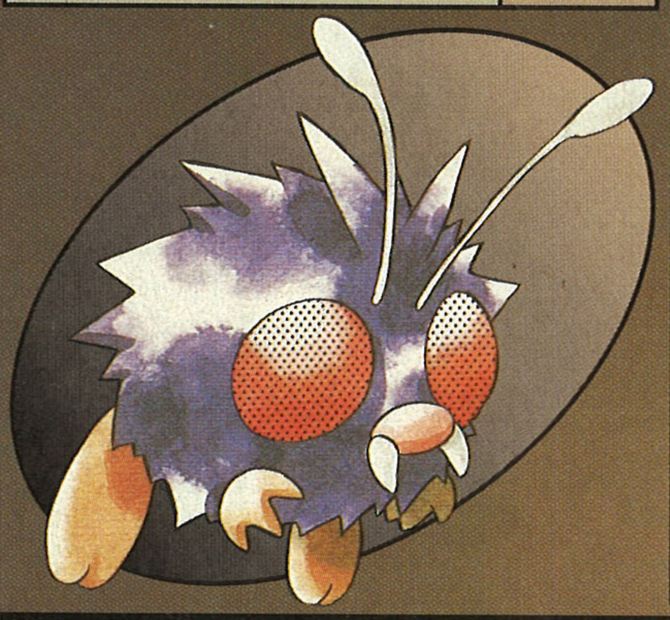
G S

Catch in Dark Cave.

Evolution

Wobbuffet at level 0

Venonat #048



TYPE 1	TYPE 2
Bug	Poison

HP	250
ATTACK	220
DEFEND	180
SP. ATK.	140
SP. DEF.	180
SPEED	80

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Disable**	-	55	20
	Changed Normal • Disable opponent's last used move for a few turns			
start	**Foresight**	-	100	40
	Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts			
9	**Supersonic**	-	55	20
	Normal • Confuses opponent			
17	**Confusion**	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
20	**Poisonpowder**	-	75	35
	Poison • Opponent becomes Poisoned			
25	**Leech Life**	20	100	15
	Bug • Refills HP by half of damage done to opponent			
28	**Stun Spore**	-	75	30
	Grass • Paralyzes opponent			
33	**Psybeam**	65	100	20
	Psychic • Added Effect: Reduces opponent's Special Defense (10% success)			
36	**Sleep Powder**	-	75	15
	Grass • Puts opponent to Sleep			
41	**Psychic**	90	100	10
	Psychic • Added Effect: Reduces opponent's Special Defense (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

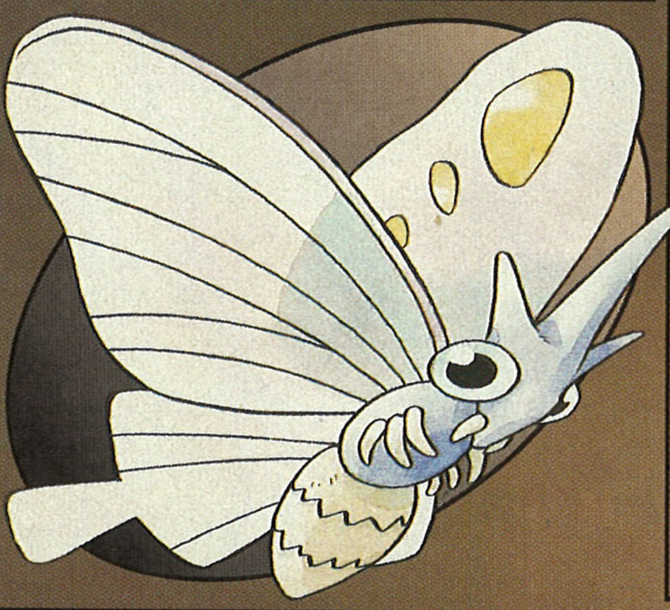
Catch in Route 24, 25, 43, National Park.

Evolution

Venonat at level 0

Venomoth at level 31

Venomoth #049



TYPE 1	TYPE 2
Bug	Poison

HP	300
ATTACK	160
DEFEND	160
SP. ATK.	250
SP. DEF.	200
SPEED	130

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Disable**	-	55	20
	Changed Normal • Disable opponent's last used move for a few turns			
start	**Foresight**	-	100	40
	Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts			
9	**Supersonic**	-	55	20
	Normal • Confuses opponent			
17	**Confusion**	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
20	**Poisonpowder**	-	75	35
	Poison • Opponent becomes Poisoned			
25	**Leech Life**	20	100	15
	Bug • Refills HP by half of damage done to opponent			
28	**Stun Spore**	-	75	30
	Grass • Paralyzes opponent			
31	**Gust**	40	100	35
	Flying • No special properties			
34	**Psybeam**	65	100	20
	Psychic • Added Effect: Reduces opponent's Special Defense (10% success)			
42	**Sleep Powder**	-	75	15
	Grass • Puts opponent to Sleep			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

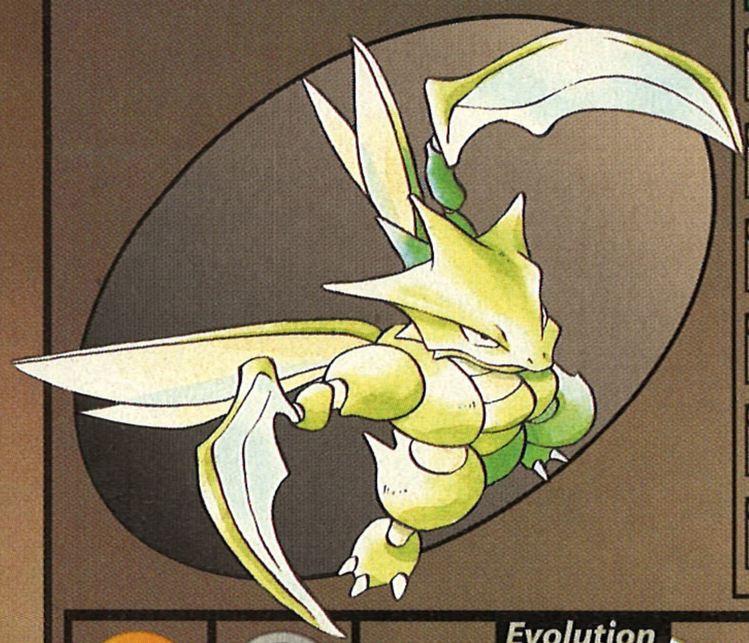
Evolve from Venonat or catch in Route 24 & 25.

Evolution

Venonat at level 0

Venomoth at level 31

Scyther #123



TYPE 1	TYPE 2
Bug	Flying

HP	270
ATTACK	230
DEFEND	180
SP. ATK.	140
SP. DEF.	190
SPEED	240

G S

Catch in National Park.

Evolution

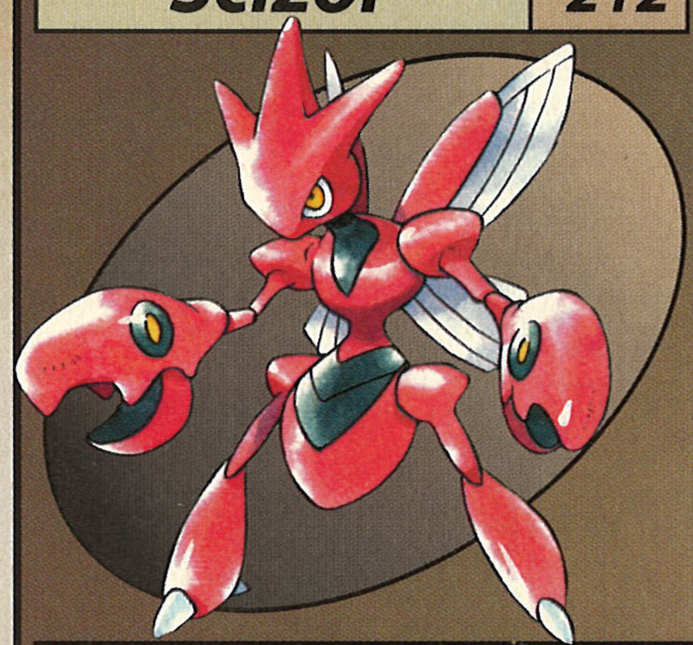
Scyther at level 0

Scizor — Metal Coat + Trade

LEVEL	Move	PWR.	ACC.	PP
start	Quick Attack	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
start	Leer	-	100	30
	Normal • Reduces opponent's Defense			
6	Focus Energy	-	-	30
	Normal • Next move will likely be a critical hit			
12	Pursuit	40	100	20
	New Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage			
18	False Swipe	40	100	40
	New Normal • Always leaves oppt. with at least 1 HP			
24	Agility	-	-	30
	Psychic • Greatly raises user's Speed			
30	Wing Attack	60	100	35
	Powered Up Flying • No special properties			
36	Slash	70	100	15
	Normal • Likely to become a critical hit			
42	Swords Dance	-	-	30
	Normal • Greatly raises user's Attack			
48	Double Team	-	-	15
	Normal • Raises user's Evasion			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Scizor #212



TYPE 1	TYPE 2
Bug	Steel

HP	270
ATTACK	280
DEFEND	220
SP. ATK.	130
SP. DEF.	180
SPEED	140

G S

Evolve from Scyther (by trading with Metal Coat).

Evolution

Scyther at level 0

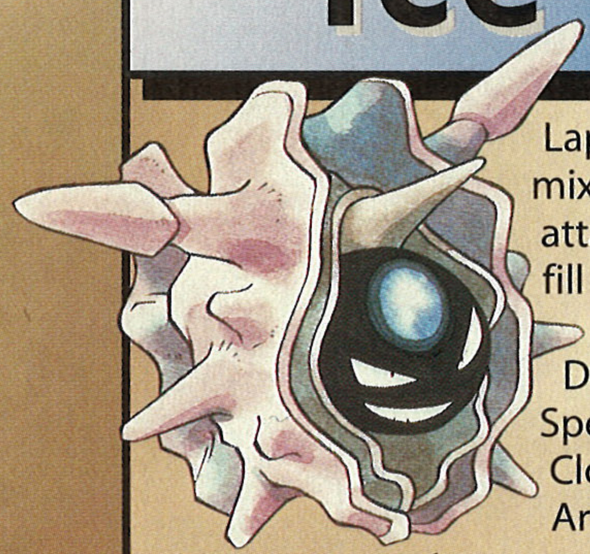
Scizor — Metal Coat + Trade

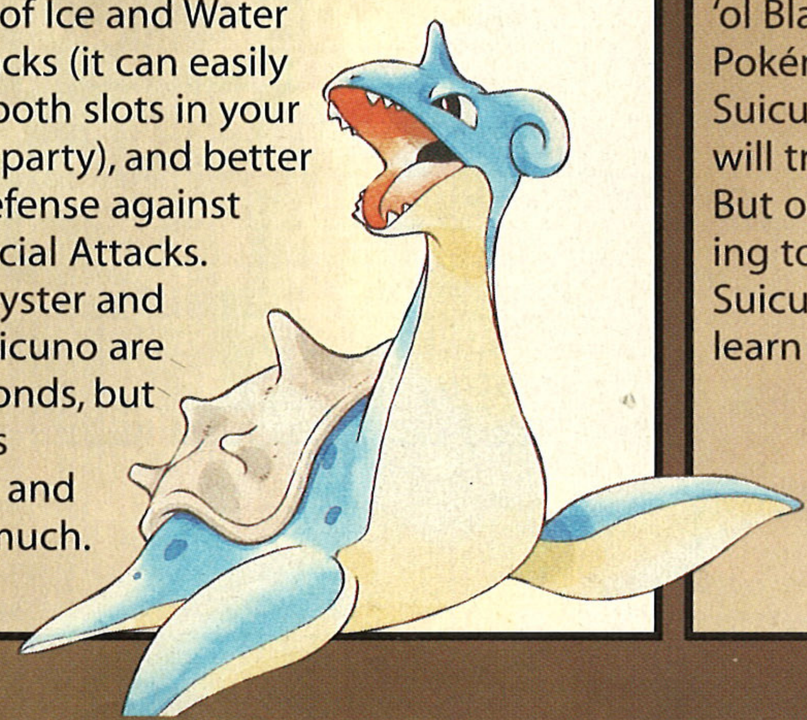
LEVEL	Move	PWR.	ACC.	PP
start	Quick Attack	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
start	Leer	-	100	30
	Normal • Reduces opponent's Defense			
6	Focus Energy	-	-	30
	Normal • Next move will likely be a critical hit			
12	Pursuit	40	100	20
	New Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage			
18	False Swipe	40	100	40
	New Normal • Always leaves oppt. with at least 1 HP			
24	Agility	-	-	30
	Psychic • Greatly raises user's Speed			
30	Metal Claw	50	95	35
	Steel • Added Effect: Raises user's Attack (10% success)			
36	Slash	70	100	15
	Normal • Likely to become a critical hit			
42	Swords Dance	-	-	30
	Normal • Greatly raises user's Attack			
48	Double Team	-	-	15
	Normal • Raises user's Evasion			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Best of Type: Ice

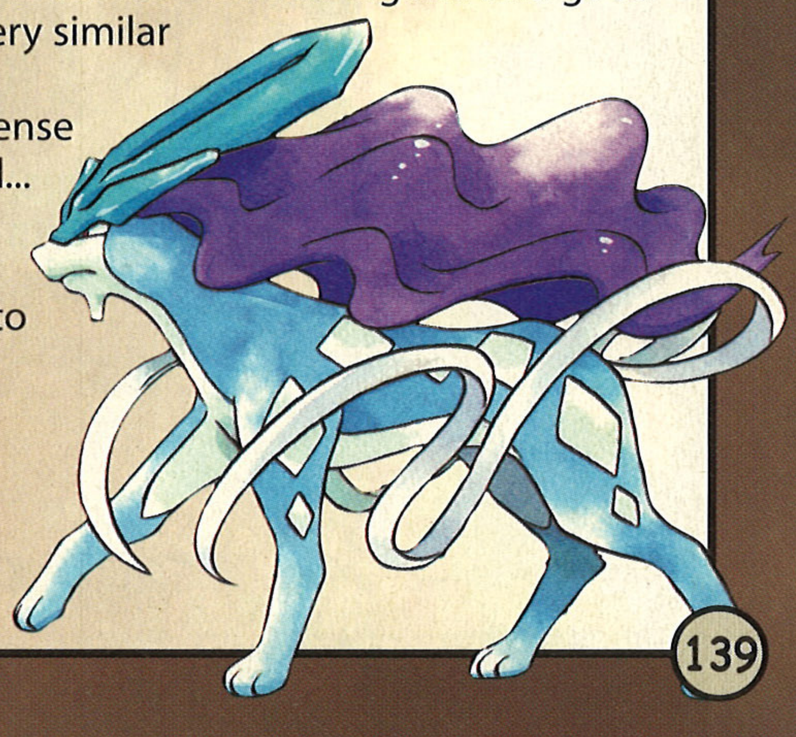
We gave this one to Cloyster last time, but its lower Special Defense in Gold/Silver has caused most of us to replace it in our teams with trusty Lapras. Lapras has solid stats, a good mix of Ice and Water attacks (it can easily fill both slots in your party), and better Defense against Special Attacks. Cloyster and Articuno are strong seconds, but none of the new Ice-types (Delibird, Sneasel, Swinub and Piloswine) impressed us much.



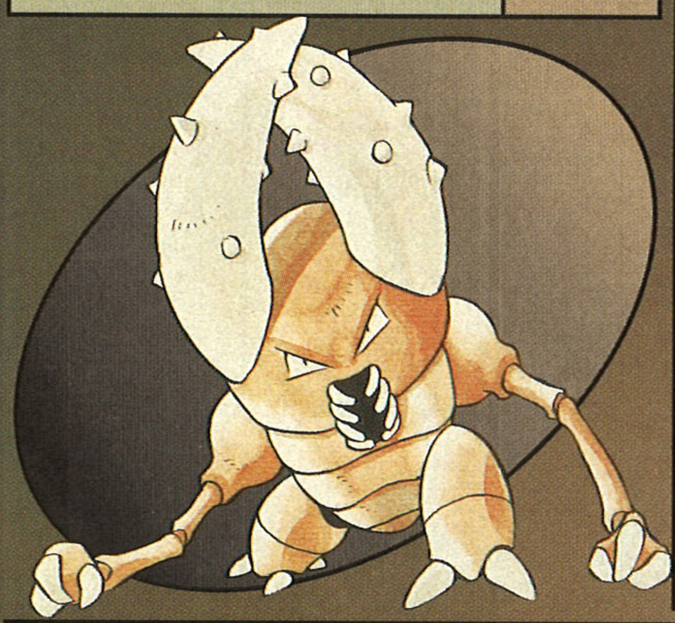


Best of Type: Water

There are a ton of new Water Pokémon, but only Suicune and Feraligatr have a strong shot at Blastoise's title. Suicune beats Feraligatr at both stats and moves, so it's between that new legend and good 'ol Blastoise. They're very similar Pokémon, actually, but Suicune's superior Defense will triumph in the end... But only if you're willing to raise your Suicune high enough to learn Hydropump.



Pinsir #127



TYPE 1	TYPE 2
Bug	-

HP	270
ATTACK	290
DEFEND	210
SP. ATK.	120
SP. DEF.	150
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Vice Grip**	55	100	30
	Normal • No special properties			
7	**Focus Energy**	-	-	30
	Normal • Next move will likely be a critical hit			
13	**Bind**	-	100	10
	Changed Normal • Traps and attacks oppt. continuously for 2-5 turns			
19	**Seismic Toss**	-	100	20
	Fighting • Deals damage equal to user's level, regardless of Type or Defense			
25	**Harden**	-	-	30
	Normal • Raises user's Defense			
31	**Guillotine**	-	30	5
	Normal • If it hits, opponent Faints			
37	**Submission**	80	80	25
	Fighting • 1/4 of damage dealt is also dealt to user			
43	**Swords Dance**	-	-	30
	Normal • Greatly raises user's Attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

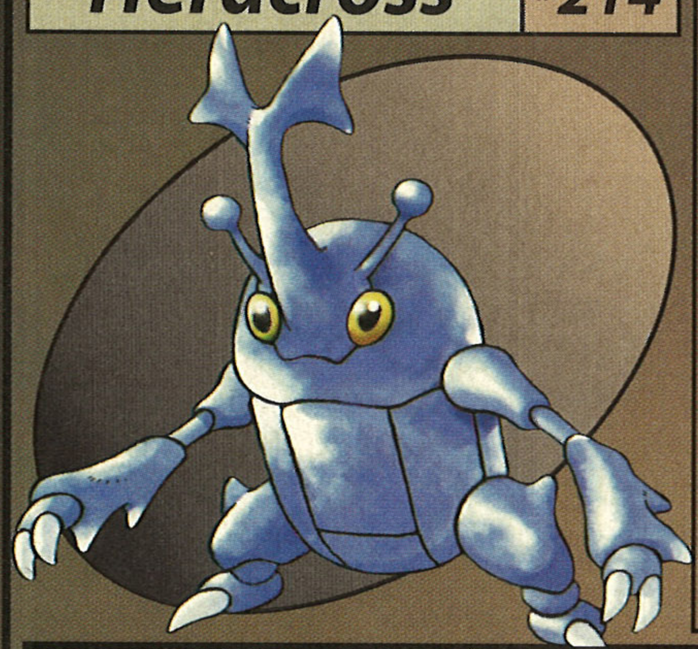
G S

Catch in National Park.

Evolution

Pinsir at level 0

Heracross #214



TYPE 1	TYPE 2
Bug	Fighting

HP	290
ATTACK	270
DEFEND	170
SP. ATK.	100
SP. DEF.	210
SPEED	20

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
6	**Horn Attack**	65	100	35
	Normal • No special properties			
12	**Endure**	-	-	10
	New Normal • User survives with 1 HP. If used again, success % decreases			
19	**Fury Attack**	15	85	20
	Normal • Attacks 2-5 times in one turn			
27	**Counter**	-	100	20
	Fighting • Attacks 2nd, deals 2X non-Special damage just received			
35	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
44	**Reversal**	-	100	15
	New Fighting • Gains power based on how little HP user has			
54	**Megahorn**	120	85	10
	New Bug • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

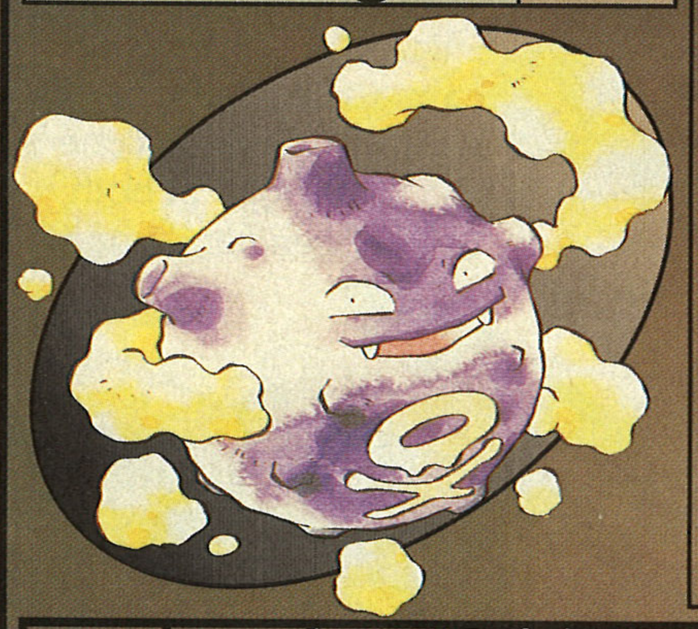
G S

Use Headbutt to knock out of trees (in mountain areas).

Evolution

Heracross at level 0

Koffing #109



TYPE 1	TYPE 2
Poison	-

HP	200
ATTACK	140
DEFEND	210
SP. ATK.	140
SP. DEF.	110
SPEED	80

LEVEL	Move	PWR.	ACC.	PP
start	**Poison Gas**	-	55	40
	Poison • Opponent becomes Poisoned			
start	**Tackle**	35	95	35
	Normal • No special properties			
9	**Smog**	20	70	20
	Poison • Added Effect: Poisons opponent (40% success)			
17	**Self destruct**	200	100	5
	Normal • After using this move, user Faints			
21	**Sludge**	65	100	20
	Poison • Added Effect: Poisons opponent (30% success)			
25	**Smokescreen**	-	100	20
	Normal • Reduces opponent's Accuracy			
33	**Haze**	-	-	30
	Ice • Cures all status conditions of user and opponent			
41	**Explosion**	250	100	5
	Normal • After using this move, user Faints			
45	**Destiny Bond**	-	-	5
	Ghost • If user Faints, opponent Faints too			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

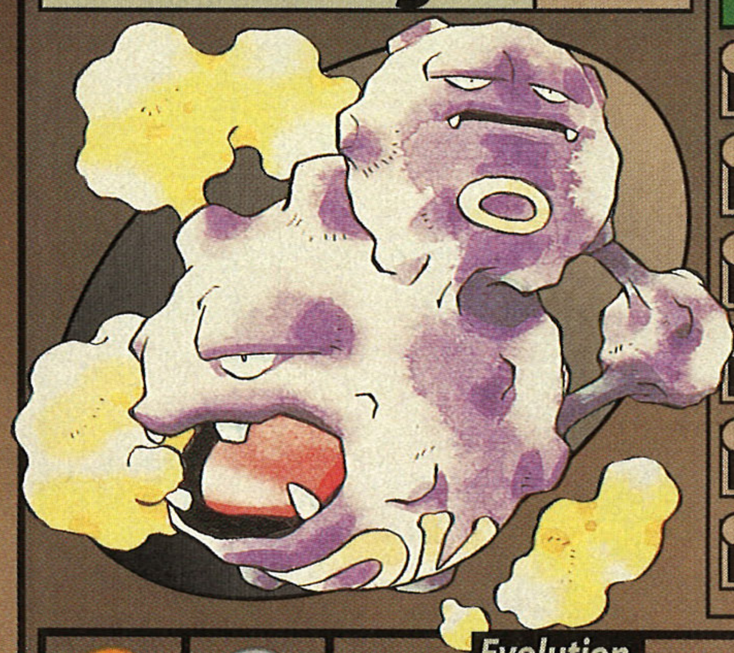
Catch in Burned Tower, Team Rocket HQ.

Evolution

Koffing at level 0

Weezing at level 35

Weezing #110



TYPE 1	TYPE 2
Poison	-

HP	240
ATTACK	200
DEFEND	250
SP. ATK.	190
SP. DEF.	160
SPEED	150

G S

Evolve from Koffing.

Evolution

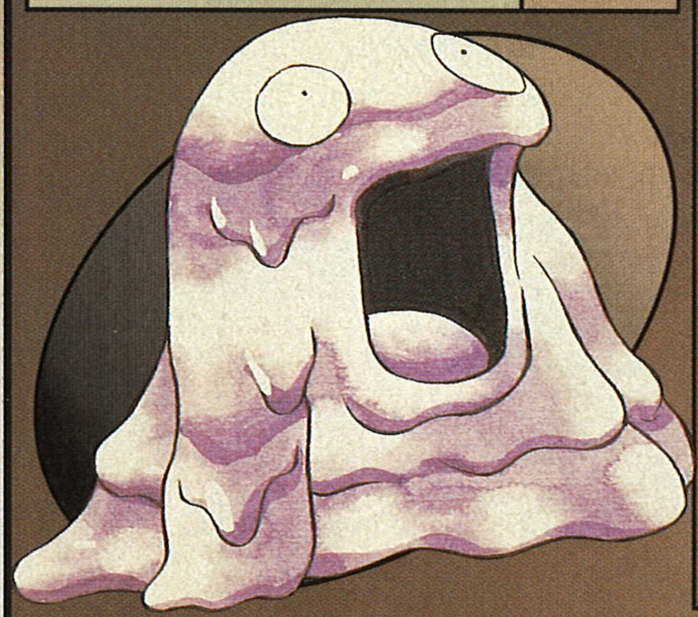
Koffing at level 0

Weezing at level 35

LEVEL	Move	PWR.	ACC.	PP
start	Poison Gas	-	55	40
	Poison • Opponent becomes Poisoned			
start	Tackle	35	95	35
	Normal • No special properties			
9	Smog	20	70	20
	Poison • Added Effect: Poisons opponent (40% success)			
17	Self destruct	200	100	5
	Normal • After using this move, user Faints			
21	Sludge	65	100	20
	Poison • Added Effect: Poisons opponent (30% success)			
25	Smokescreen	-	100	20
	Normal • Reduces opponent's Accuracy			
33	Haze	-	-	30
	Ice • Cures all status conditions of user and opponent			
44	Explosion	250	100	5
	Normal • After using this move, user Faints			
51	Destiny Bond	-	-	5
	Ghost • If user Faints, opponent Faints too			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Grimer #088



TYPE 1	TYPE 2
Poison	-

HP	280
ATTACK	190
DEFEND	120
SP. ATK.	90
SP. DEF.	110
SPEED	60

G S

Catch in Route 16, 17, 18, Celadon City.

Evolution

Grimer at level 0

Muk at level 38

LEVEL	Move	PWR.	ACC.	PP
start	Poison Gas	-	55	40
	Poison • Opponent becomes Poisoned			
start	Pound	40	100	35
	Normal • No special properties			
5	Harden	-	-	30
	Normal • Raises user's Defense			
10	Disable	-	55	20
	Changed Normal • Disable oppt.'s last used move for a few turns			
16	Sludge	65	100	20
	Poison • Added Effect: Poisons opponent (30% success)			
23	Minimize	-	-	20
	Normal • Raises user's Evasion			
31	Screech	-	85	40
	Normal • Greatly reduces opponent's Defense			
40	Acid Armor	-	-	40
	Poison • Greatly raises user's Defense			
50	Sludge Bomb	90	100	10
	New Ground • Added Effect: Poisons opponent (30% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
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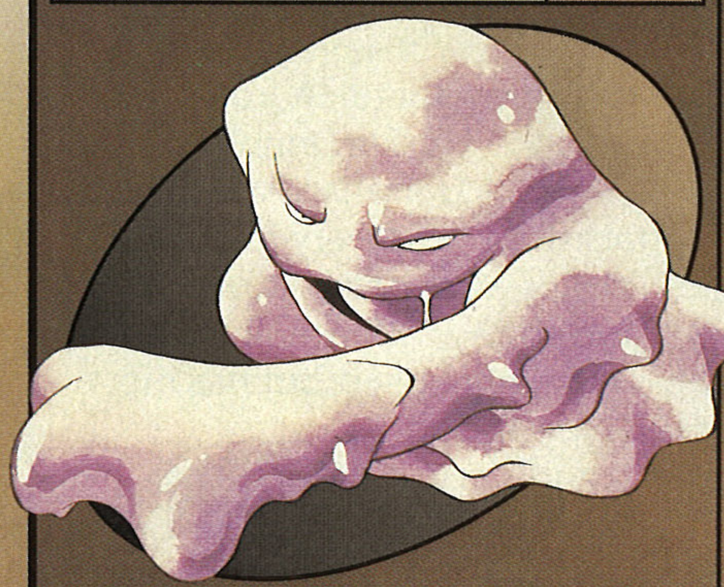
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Muk #089



TYPE 1	TYPE 2
Poison	-

HP	330
ATTACK	230
DEFEND	160
SP. ATK.	140
SP. DEF.	210
SPEED	120

G S

Evolve from Grimer or catch in Route 16, 17, 18, Celadon City.

Evolution

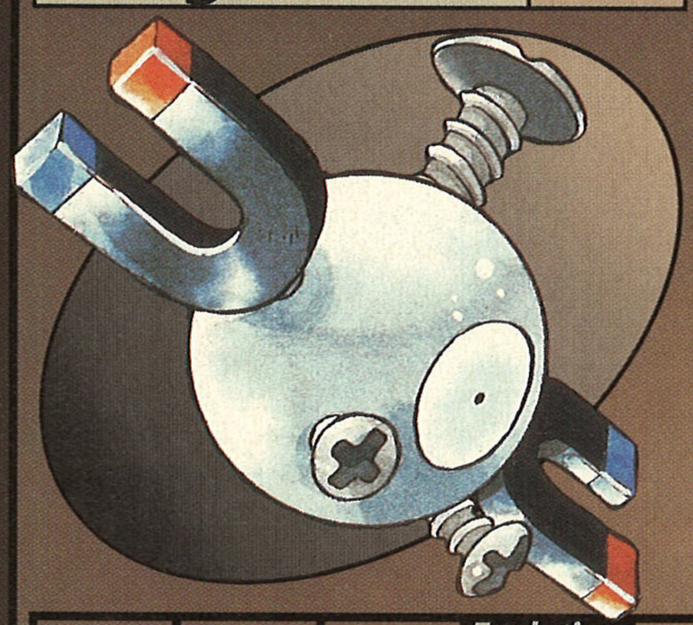
Grimer at level 0

Muk at level 38

LEVEL	Move	PWR.	ACC.	PP
start	Poison Gas	-	55	40
	Poison • Opponent becomes Poisoned			
start	Pound	40	100	35
	Normal • No special properties			
5	Harden	-	-	30
	Normal • Raises user's Defense			
10	Disable	-	55	20
	Changed Normal • Disable oppt.'s last used move for a few turns			
16	Sludge	65	100	20
	Poison • Added Effect: Poisons opponent (30% success)			
23	Minimize	-	-	20
	Normal • Raises user's Evasion			
31	Screech	-	85	20
	Normal • Greatly reduces opponent's Defense			
45	Acid Armor	-	-	40
	Poison • Greatly raises user's Defense			
60	Sludge Bomb	90	100	10
	New Ground • Added Effect: Poisons opponent (30% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Magnemite #081



TYPE 1	TYPE 2
Electric	Steel

HP	180
ATTACK	110
DEFEND	150
SP. ATK.	230
SP. DEF.	150
SPEED	120

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
6	**Thundershock**	40	100	30
	Electric • Added Effect: Paralyzes opponent (10% success)			
11	**Supersonic**	-	55	20
	Normal • Confuses opponent			
16	**Sonicboom**	-	90	20
	Normal • Deals 20 damages, regardless of Type and Defense			
21	**Thunder Wave**	-	100	20
	Electric • Paralyzes opponent			
21	**Lock-On**	-	100	5
	New Normal • User's next attack will always hit			
33	**Swift**	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			
39	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
45	**Zap Cannon**	-	-	5
	Electric • If it hits, paralyzes opponent.			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

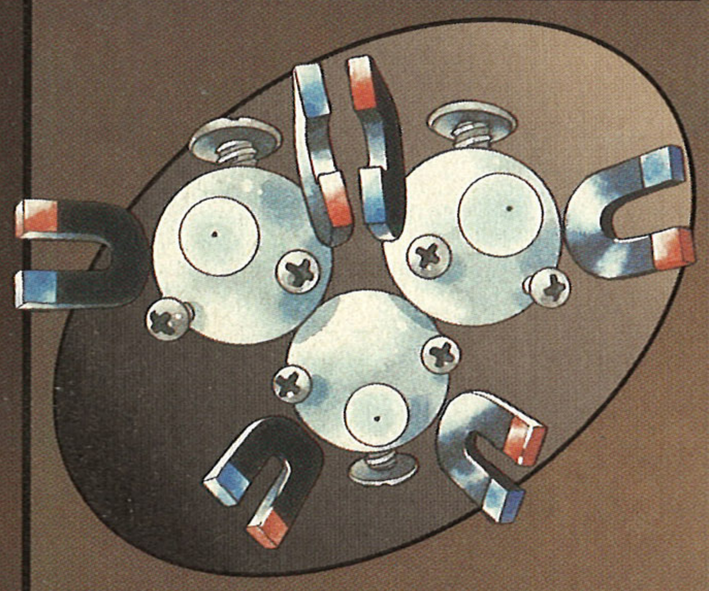
G S

Catch in Route 6, 11, 38, 39.

Evolution

Magnemite at level 0 — Magneton at level 30

Magneton #082



TYPE 1	TYPE 2
Electric	Metal

HP	240
ATTACK	140
DEFEND	210
SP. ATK.	200
SP. DEF.	100
SPEED	151

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
6	**Thundershock**	40	100	30
	Electric • Added Effect: Paralyzes opponent (10% success)			
11	**Supersonic**	-	55	20
	Normal • Confuses opponent			
16	**Sonicboom**	-	90	20
	Normal • Deals 20 damages, regardless of Type and Defense			
21	**Thunder Wave**	-	100	20
	Electric • Paralyzes opponent			
27	**Lock-On**	-	100	5
	New Normal • User's next attack will always hit			
35	**Swift**	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			
43	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
53	**Zap Cannon**	100	50	5
	New Electric • If it hits, Paralyzes opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

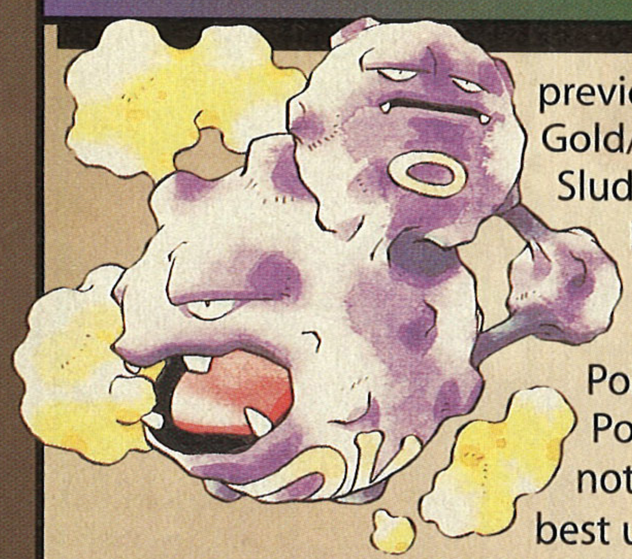
Evolve from Magnemite.

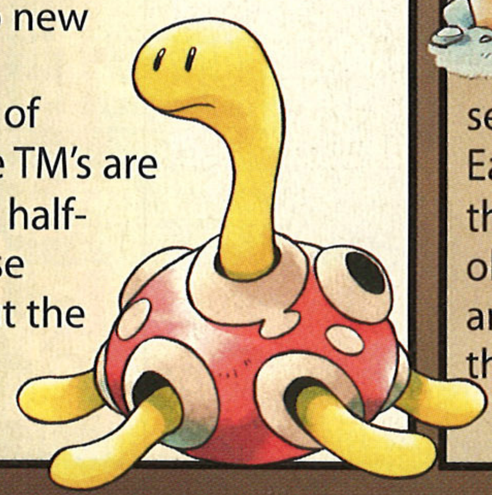
Evolution

Magnemite at level 0 — Magneton at level 30

Best of Type: Poison

With vulnerability to the game's strongest type (Psychic) and only one good high-level attack (Toxic), Poison was one of the worst types in the previous version. The news in Gold/Silver is mixed: With both Sludge Bomb and Toxic as TM's, Poison finally has a decent set of high level moves. But with no new Poison Pokémon of note, those TM's are best used on half-Poison Gengar or Defensive powerhouse Shuckle. Weezing and Muk are okay, but the weaknesses of their type are still too severe.

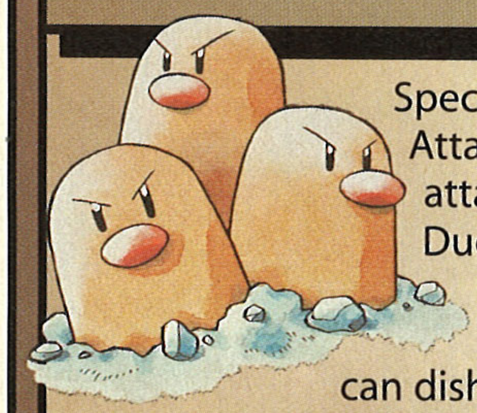


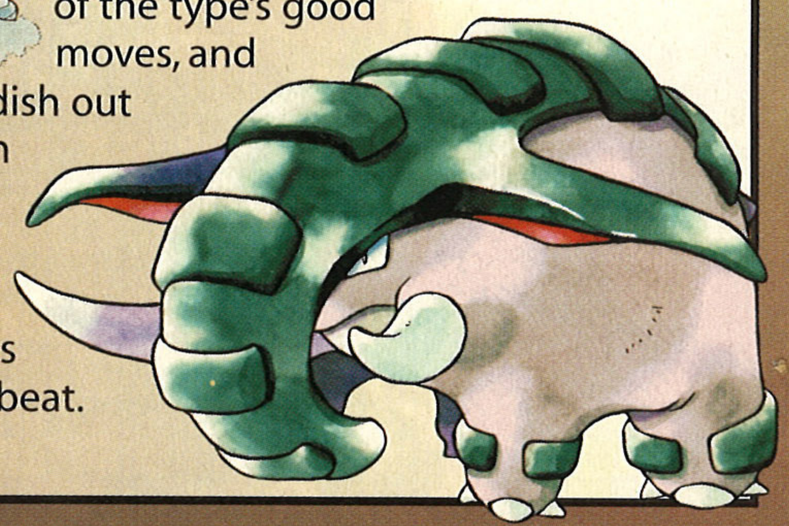


Best of Type: Ground

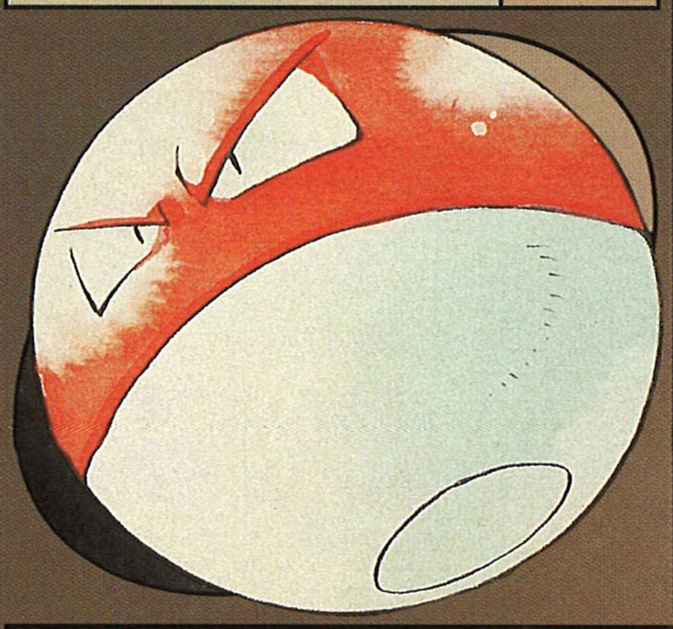
Dugtrio won this crown by default last time, but now it has some serious competition from Silver-exclusive Donphan.

Donphan is weak to Special attacks, but has a very high normal Attack (which is what powers Ground attacks) and strong Defense. It lacks Dugtrio's excellent Speed, but has most of the type's good moves, and can dish out serious damage with Earthquake. Now that Dig isn't obscenely powerful anymore, Donphan is the Ground-type to beat.





Voltorb #100



TYPE 1	TYPE 2
Electric	-

HP	200
ATTACK	70
DEFEND	140
SP. ATK.	120
SP. DEF.	120
SPEED	240

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
9	**Screech**	-	100	30
	Normal • Greatly reduces opponent's Defense			
17	**Sonicboom**	-	90	20
	Normal • Deals 20 damages, regardless of Type and Defense			
23	**Selfdestruct**	200	100	5
	Normal • After using this move, user Faints			
29	**Rollout**	30	90	20
	New Rock • Attacks for 5 turns. Power increases each turn until misses			
33	**Light Screen**	-	-	30
	Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns			
37	**Swift**	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			
39	**Explosion**	250	100	5
	Normal • After using this move, user Faints			
41	**Mirror Coat**	-	100	20
	New Psychic • Attacks 2nd, deals 2X Special damage just received			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

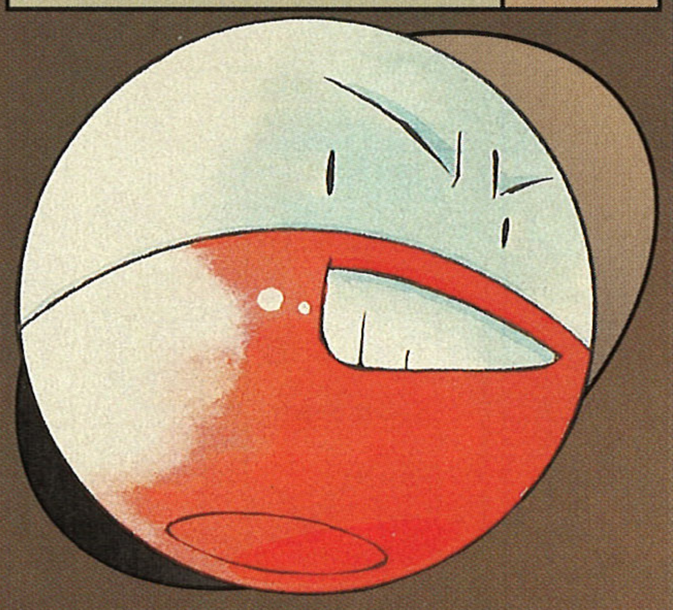
Catch in Route 10 & Team Rocket HQ, or trade for in Olivine City.

Evolution

Voltorb at level 0

Electrode at level 30

Electrode #101



TYPE 1	TYPE 2
Electric	-

HP	250
ATTACK	120
DEFEND	150
SP. ATK.	180
SP. DEF.	180
SPEED	300

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
9	**Screech**	-	100	30
	Normal • Greatly reduces opponent's Defense			
17	**Sonicbeam**	-	90	20
	Normal • Deals 20 damage regardless of type and def.			
23	**Self Destruct**	200	100	5
	Normal • After using this move, user Faints			
29	**Rollout**	30	90	20
	New Rock • Attacks for 5 turns. Power increases each turn until misses			
34	**Light Screen**	-	-	30
	Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns			
40	**Swift**	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			
44	**Explosion**	250	100	5
	Normal • After using this move, user Faints			
48	**Mirror Coat**	-	100	20
	New Psychic • Attacks 2nd, deals 2X Special damage just received			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

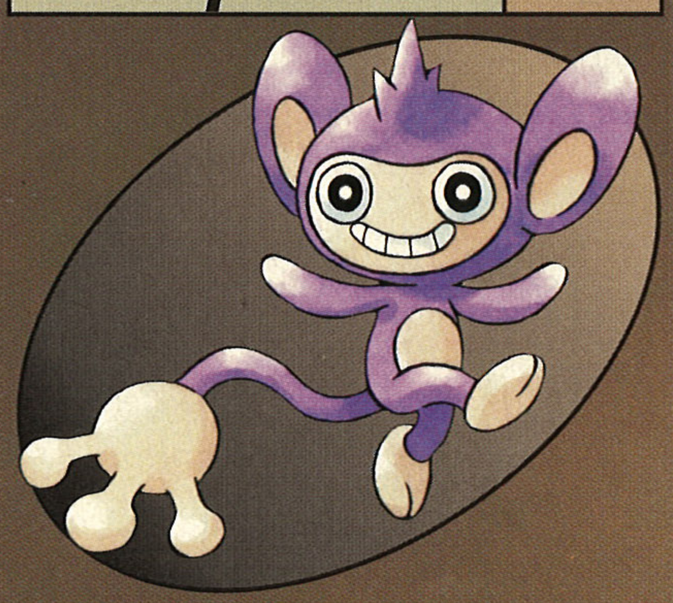
Evolve from Voltorb or catch in Team Rocket HQ.

Evolution

Voltorb at level 0

Electrode at level 30

Aipom #190



TYPE 1	TYPE 2
Normal	-

HP	240
ATTACK	160
DEFEND	190
SP. ATK.	100
SP. DEF.	120
SPEED	180

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
6	**Sand-Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
12	**Baton Pass**	-	-	40
	New Normal • Swaps Pokémon. New Pokémon gains any beneficial effects			
19	**Fury Swipes**	15	85	15
	Normal • Attacks 2-5 times in one turn			
27	**Swift**	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			
36	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
46	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
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13	Snore	42	Dream Eater
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16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

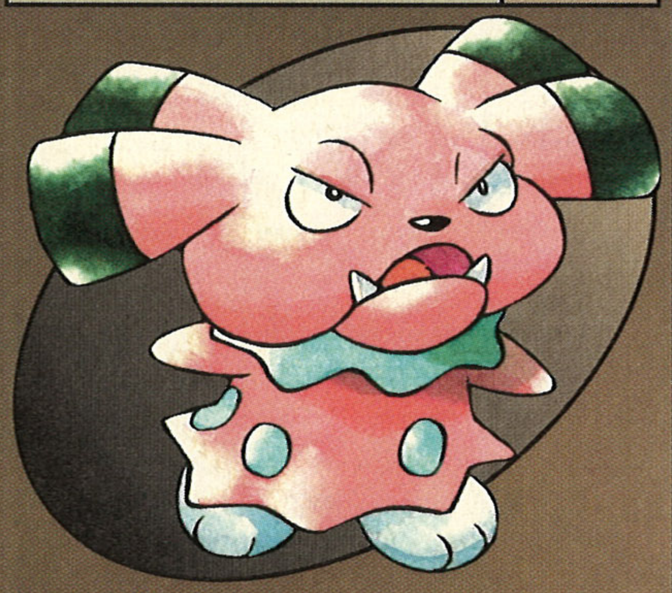
G S

Use Headbutt to knock out of trees (in mountain areas).

Evolution

Aipom at level 0

Snubbull #209



TYPE 1	TYPE 2
Normal	-

HP	250
ATTACK	180
DEFEND	130
SP. ATK.	110
SP. DEF.	110
SPEED	70

G S

Catch in Route 38 (especially during swarms).

Evolution

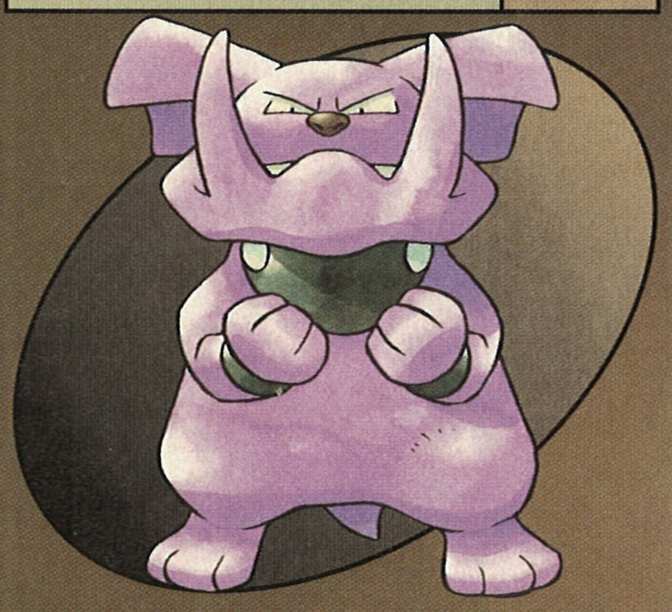
Snubbull at level 0

Granbull at level 23

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Scary Face**	-	90	10
	New Normal • Greatly reduces opponent's Speed			
4	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Charm**	-	100	20
	New Normal • Greatly reduces opponent's Attack			
13	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30% success)			
19	**Lick**	20	100	30
	Ghost • Added Effect: Paralyzes opponent (30% success)			
26	**Roar**	-	100	20
	Changed Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon			
34	**Rage**	20	100	20
	Normal • If used continuously, Power grows as user is damaged			
43	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Granbull #210



TYPE 1	TYPE 2
Normal	-

HP	300
ATTACK	260
DEFEND	160
SP. ATK.	140
SP. DEF.	140
SPEED	100

G S

Evolve from Snubbull.

Evolution

Snubbull at level 0

Granbull at level 23

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Scary Face**	-	90	10
	New Normal • Greatly reduces opponent's Speed			
4	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Charm**	-	100	20
	New Normal • Greatly reduces opponent's Attack			
13	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30% success)			
19	**Lick**	20	100	30
	Ghost • Added Effect: Paralyzes opponent (30% success)			
28	**Roar**	-	100	20
	Changed Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon			
38	**Rage**	20	100	20
	Normal • If used continuously, Power grows as user is damaged			
51	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Vulpix #037

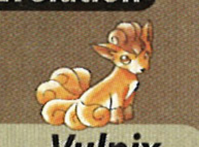
TYPE 1	TYPE 2
Fire	-

HP	200
ATTACK	100
DEFEND	110
SP. ATK.	130
SP. DEF.	160
SPEED	150

S

Catch in Route 7, 8, 36, 37 (Silver only).

Evolution



Vulpix at level 0

Ninetales Fire Stone

LEVEL	Move	PWR.	ACC.	PP
start	**Ember**	40	100	25
	Fire • Added Effect: Burns opponent (10% success)			
start	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
7	**Quick Attack**	40	100	30
	Normal • Always hits opponent, regardless of Speed			
13	**Roar**	-	100	20
	Changed Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon			
19	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
25	**Safeguard**	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			
31	**Flamethrower**	95	100	15
	Fire • Added Effect: Burns opponent (10% success)			
37	**Fire Spin**	15	70	15
	Changed Fire • Traps and attacks opponent continuously for 2-5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Ninetales #038

TYPE 1	TYPE 2
Fire	-

HP	280
ATTACK	180
DEFEND	180
SP. ATK.	180
SP. DEF.	220
SPEED	210

LEVEL	Move	PWR.	ACC.	PP
start	**Ember**	40	100	25
	Fire • Added Effect: Burns opponent (10% success)			
start	**Quick Attack**	40	100	30
	Normal • Always hits opponent, regardless of Speed			
start	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
start	**Safeguard**	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			
43	**Fire Spin**	15	70	15
	Changed Fire • Traps and attacks opponent continuously for 2-5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

S

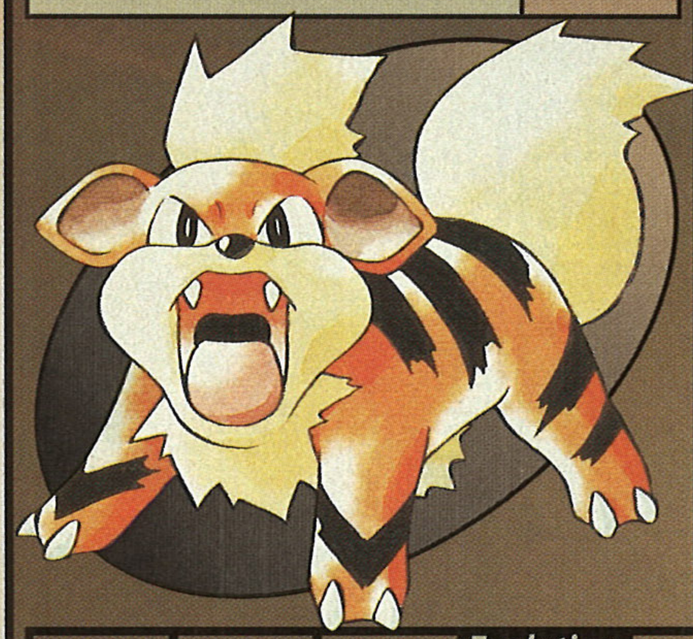
Evolve from Vulpix (with Fire Stone).

Evolution

Vulpix at level 0

Ninetales Fire Stone

Growlithe #058



TYPE 1	TYPE 2
Fire	-

HP	220
ATTACK	100
DEFEND	110
SP. ATK.	160
SP. DEF.	120
SPEED	130

LEVEL	Move	PWR.	ACC.	PP
start	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30% success)			
start	**Roar**	-	100	20
	Changed Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon			
9	**Ember**	40	100	25
	Fire • Added Effect: Burns opponent (10% success)			
18	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
26	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
34	**Flame Wheel**	60	100	25
	New Fire • Added Effect: Burns opponent (10% success) Cures Freeze			
42	**Agility**	-	-	30
	Psychic • Greatly raises user"s Speed			
50	**Flamethrower**	-	-	30
	Fire • Added Effect: Burns opponent (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G

Catch in Route 7, 8, 36, 37 (Gold only).

Evolution

Growlithe at level 0

Arcanine Fire Stone

Arcanine #059

TYPE 1	TYPE 2
Fire	-

HP	300
ATTACK	240
DEFEND	180
SP. ATK.	210
SP. DEF.	170
SPEED	210

LEVEL	Move	PWR.	ACC.	PP
start	**Roar**	20	100	20
	Changed Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon			
start	**Leer**	-	100	20
	Normal • Reduces opponent's Defense			
start	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
start	**Flame Wheel**	60	100	25
	New Fire • Added Effect: Burns opponent (10% success) Cures Freeze			
50	**Extreme Speed**	80	100	5
	New Normal • Always attacks before opponent, regardless of Speed			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G

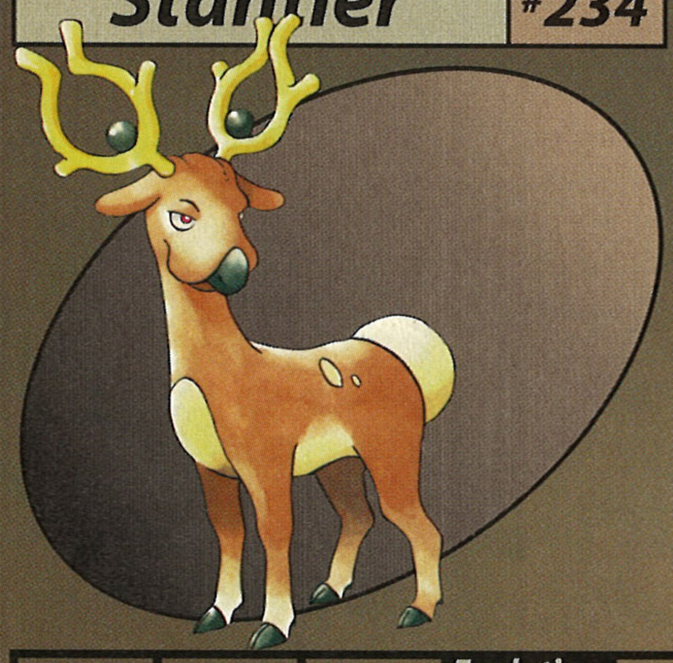
Evolve from Growlithe (with Fire Stone).

Evolution

Growlithe at level 0

Arcanine Fire Stone

Stantler #234



TYPE 1	TYPE 2
Normal	-

HP	270
ATTACK	200
DEFEND	140
SP. ATK.	190
SP. DEF.	190
SPEED	200

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
8	Leer	-	100	30
	Normal • Reduces opponent's Defense			
15	Hypnosis	-	60	20
	Psychic • Puts opponent to Sleep			
23	Stomp	65	100	20
	Normal • Added Effect: Opponent Flinches (30% success)			
31	Sand-Attack	-	100	15
	Ground • Reduces opponent's Accuracy			
40	Take Down	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
49	Confuse Ray	-	100	10
	Ghost • Confuses opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

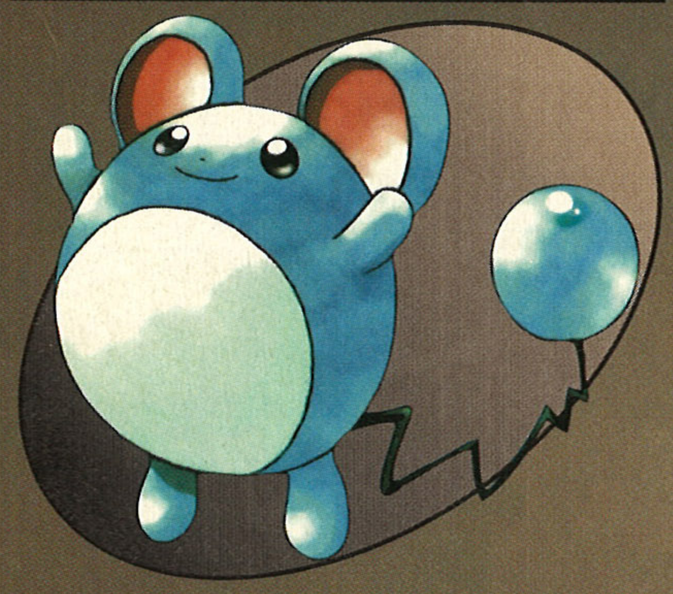
G S

Catch in Route 36 & 37.

Evolution

Stantler at level 0

Marill #183



TYPE 1	TYPE 2
Water	-

HP	270
ATTACK	70
DEFEND	130
SP. ATK.	60
SP. DEF.	120
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
3	Defense Curl	-	-	40
	Normal • Raises Defense			
6	Tail Whip	-	100	30
	Normal • Reduces opponent's Defense			
10	Water Gun	40	100	25
	Water • No special properties			
15	Rollout	30	90	20
	New Rock • Attacks for 5 turns, Power increases each turn until misses			
21	Bubblebeam	65	100	20
	Water • Added Effect: Reduces opponent's Speed (10% success)			
28	Take Down	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
36	Rain Dance	-	-	5
	New Water • Raises Power of Water-type attacks for 5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

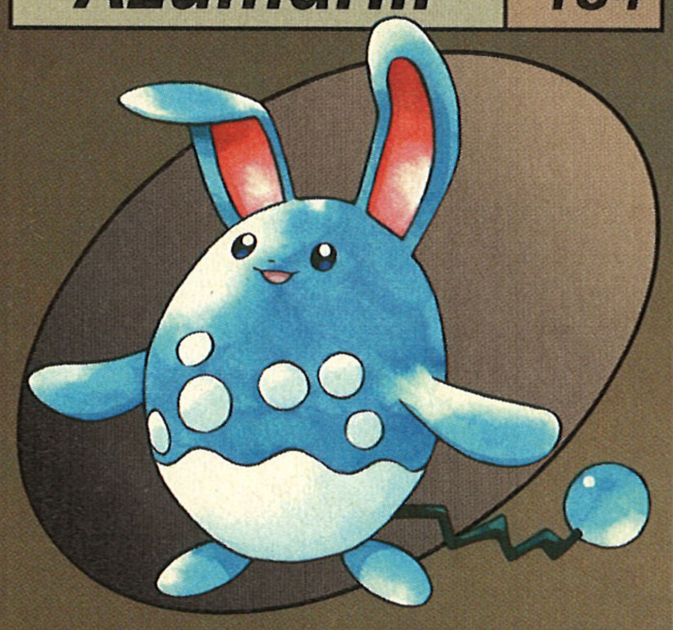
Catch in Mt. Mortar (especially during swarms).

Evolution

Marill at level 0

Azumarill at level 18

Azumarill #184



TYPE 1	TYPE 2
Water	-

HP	330
ATTACK	120
DEFEND	170
SP. ATK.	120
SP. DEF.	180
SPEED	120

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
3	Defense Curl	-	-	40
	Normal • Raises Defense			
6	Tail Whip	-	100	30
	Normal • Reduces opponent's Defense			
10	Water Gun	40	100	25
	Water • No special properties			
15	Rollout	30	90	20
	New Rock • Attacks for 5 turns, Power increases each turn until misses			
25	Bubblebeam	65	100	20
	Water • Added Effect: Reduces opponent's Speed (10% success)			
36	Take Down	90	85	20
	Psychic • Reduces damage fromSpecial attacks by 1/2 for 5 turns			
48	Rain Dance	-	-	5
	New Water • Raises Power of Water-type attacks for 5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

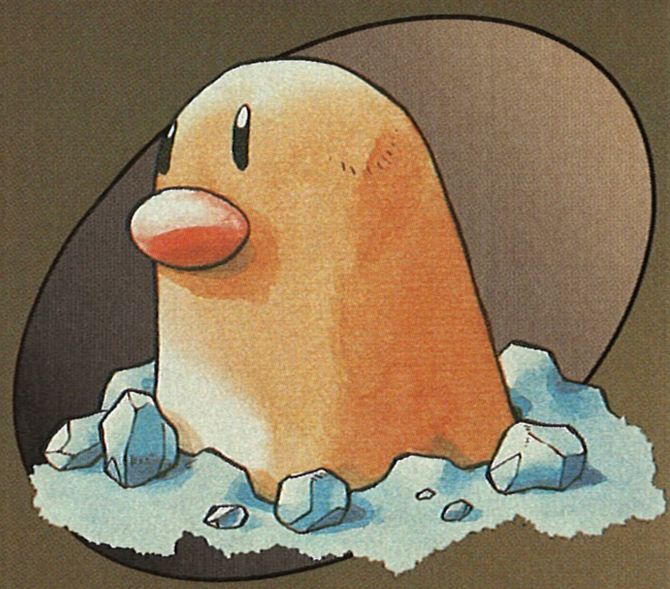
Evolve from Marill.

Evolution

Marill at level 0

Azumarill at level 18

Diglett #050



TYPE 1	TYPE 2
Ground	-

HP	150
ATTACK	130
DEFEND	70
SP. ATK.	100
SP. DEF.	120
SPEED	200

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch** — Normal • No special properties	40	100	35
5	**Growl** — Normal • Reduces opponent's Attack	-	100	40
9	**Magnitude** — New Ground • Power randomly changes (10, 30, 50, 70, 90, 110, 150)	-	100	30
17	**Dig** — Weakened Ground • Attacks on 2nd turn/Field: Escapes from caves	60	100	10
25	**Sand-Attack** — Ground • Reduces opponent's Accuracy	-	100	15
33	**Slash** — Normal • Likely to become a critical hit	70	100	15
41	**Earthquake** — Ground • No special properties	100	100	10
49	**Fissure** — Ground • If it hits, opponent Faints	-	30	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

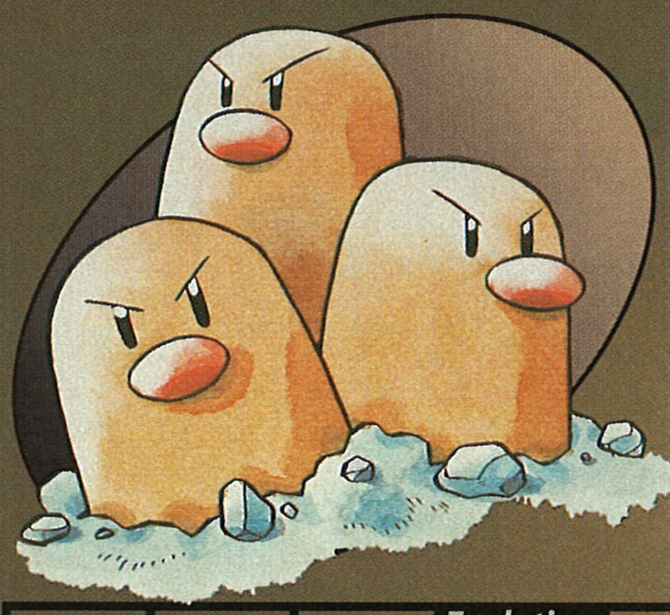
Catch in Diglett's Cave.

Evolution

Diglett at level 0

Dugtrio at level 26

Dugtrio #051



TYPE 1	TYPE 2
Ground	-

HP	200
ATTACK	180
DEFEND	130
SP. ATK.	120
SP. DEF.	100
SPEED	200

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch** — Normal • No special properties	40	100	35
5	**Growl** — Normal • Reduces opponent's Attack	-	100	40
9	**Magnitude** — New Ground • Power randomly changes (10, 30, 50, 70, 90, 110, 150)	-	100	30
17	**Dig** — Weakened Ground • Attacks on 2nd turn/Field: Escapes from caves	60	100	10
25	**Sand-Attack** — Ground • Reduces opponent's Accuracy	-	100	15
37	**Slash** — Normal • Likely to become a critical hit	70	100	15
49	**Earthquake** — Ground • No special properties	100	100	10
61	**Fissure** — Ground • If it hits, opponent Faints	-	30	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Diglett or catch in Diglett's Cave.

Evolution

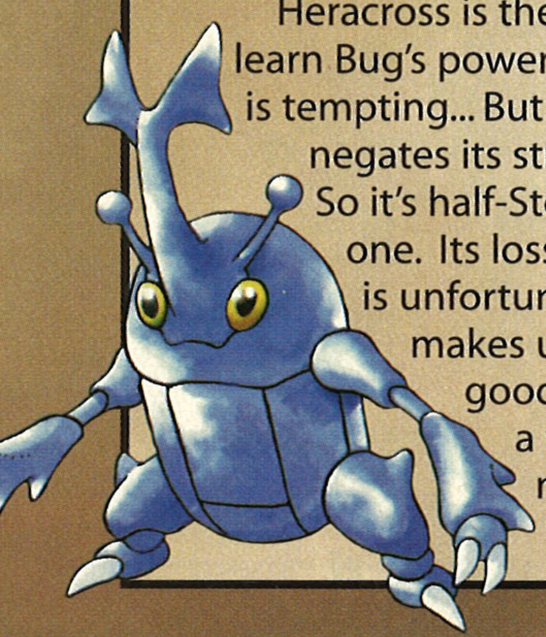
Diglett at level 0

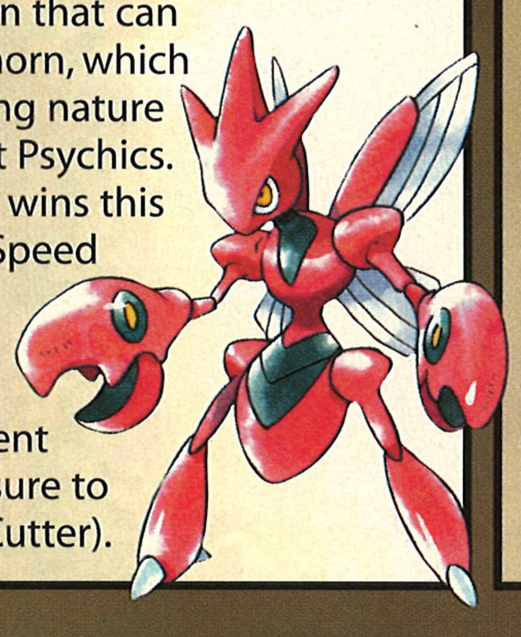
Dugtrio at level 26

Best of Type: Bug

The only reason most people play Bug Pokémon is for their strength against Psychics. Now that Dark has taken on that role, Bug-type isn't too useful... But it's that same strength against Dark that will make it worth looking at if Dark becomes popular.

Heracross is the sole Pokémon that can learn Bug's power move, Megahorn, which is tempting... But its half-Fighting nature negates its strength against Psychics. So it's half-Steel Scizor that wins this one. Its loss of Scyther's Speed is unfortunate, but it makes up for it with good Defense and a variety of decent moves (make sure to teach if Fury Cutter).

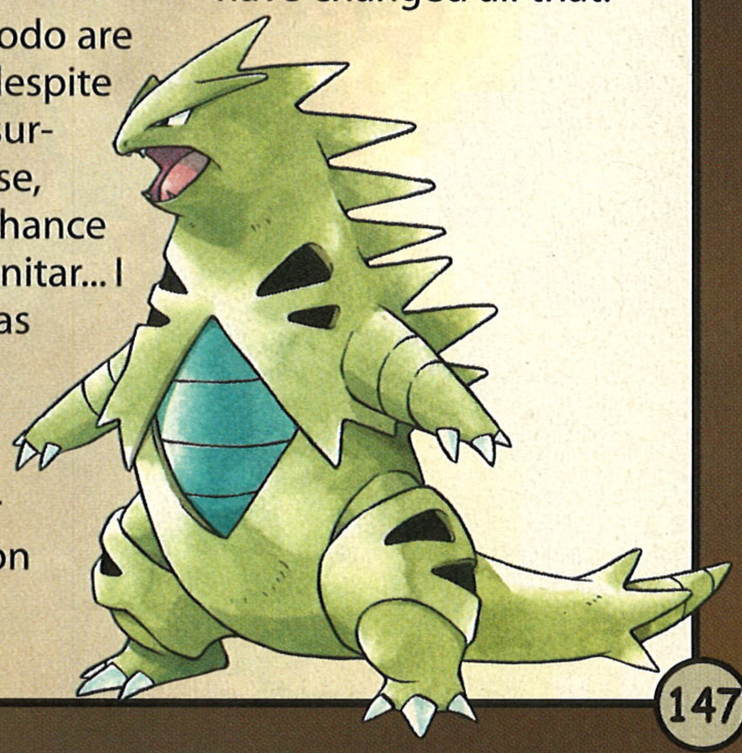




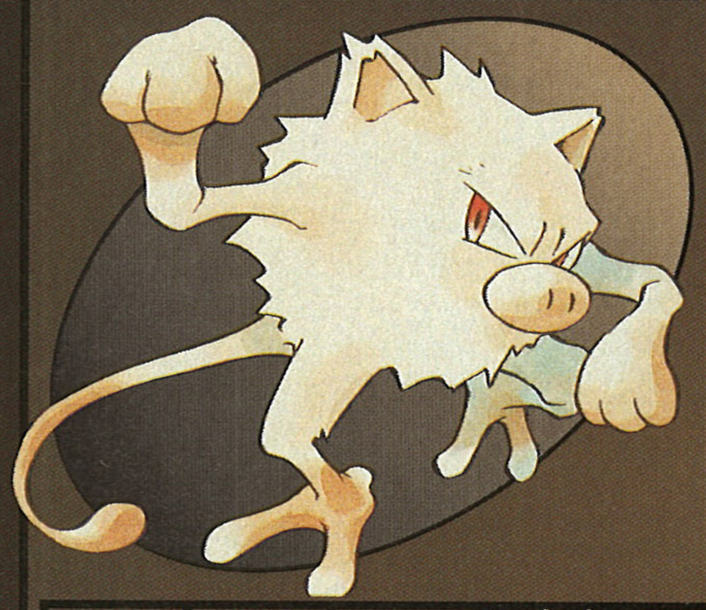
Best of Type: Rock

Rock was one of the weaker types in Red/Blue/Yellow, but a bunch of strong new Gold/Silver Pokémon have changed all that.

Magcargo and Sudowoodo are playable, and Shuckle, despite its gimmicky nature, is surprisingly good. Of course, none of those stand a chance against the mighty Tyranitar... I expect to see it almost as often as Mewtwo and Lugia in versus play. And being half-Dark, that isn't good news for either of those champion Pokémon.



Mankey #056



TYPE 1	TYPE 2
Fighting	-

HP	200
ATTACK	180
DEFEND	90
SP. ATK.	180
SP. DEF.	100
SPEED	150

Catch in Route 9 & 42 (Gold only).

Evolution

Mankey at level 0

Primeape at level 28

LEVEL	Move	PWR.	ACC.	PP
start	Scratch	40	100	35
	Normal • No special properties			
start	Leer	-	100	30
	Normal • Reduces opponent's Defense			
9	Low Kick	50	90	20
	Fighting • Added Effect: Opponent Flinches (30% success)			
15	Karate Chop	50	100	25
	Fighting • Likely to become a critical hit			
21	Fury Swipes	15	85	15
	Normal • Attacks 2-5 times in one turn			
27	Focus Energy	-	-	30
	Normal • Next move will likely be a critical hit			
33	Seismic Toss	-	100	20
	Fighting • Deals damage equal to user's level, regardless of Type and Defense			
39	Cross Chop	100	80	5
	New Fighting • Likely to become a critical hit			
45	Screech	-	85	40
	Normal • Greatly reduces opponent's Defense			
51	Thrash	90	100	20
	Normal • Attacks 2-3 turns in a row, then user becomes Confused			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Primeape #057

TYPE 1	TYPE 2
Fighting	-

HP	260
ATTACK	230
DEFEND	140
SP. ATK.	150
SP. DEF.	170
SPEED	210

Evolve from Mankey or catch in Route 9.

Evolution

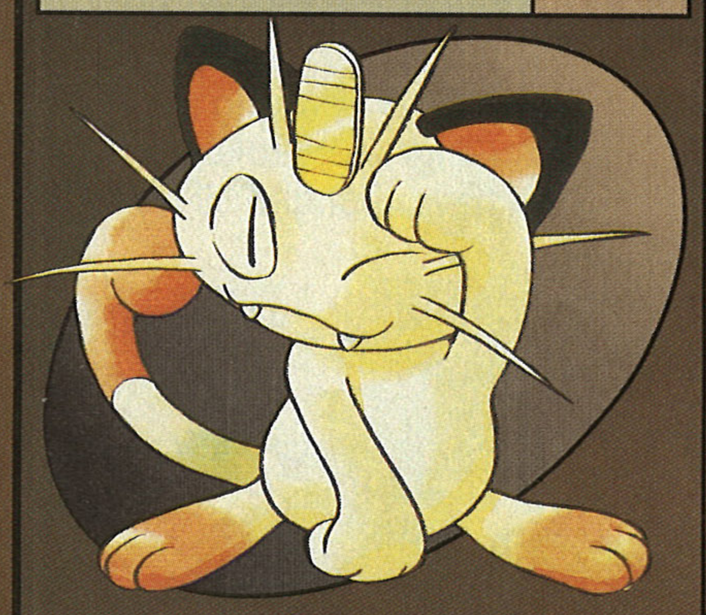
Mankey at level 0

Primeape at level 28

LEVEL	Move	PWR.	ACC.	PP
start	Scratch	40	100	35
	Normal • No special properties			
start	Leer	-	100	30
	Normal • Reduces opponent's Defense			
9	Low Kick	50	90	20
	Fighting • Added Effect: Opponent Flinches (30% success)			
15	Karate Chop	50	100	25
	Fighting • Likely to become a critical hit			
21	Fury Swipes	15	85	15
	Normal • Attacks 2-5 times in one turn			
27	Focus Energy	-	-	30
	Normal • Next move will likely be a critical hit			
28	Rage	20	100	20
	Normal • If used continuously, Power grows as user is damaged			
36	Seismic Toss	-	100	20
	Fighting • Deals damage equal to user's level, regardless of Type and Defense			
45	Cross Chop	100	80	5
	New Fighting • Likely to become a critical hit			
54	Screech	-	85	40
	Normal • Greatly reduces opponent's Defense			
63	Thrash	90	100	20
	Normal • Attacks 2-3 turns in a row, then user becomes Confused			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Meowth #052



TYPE 1	TYPE 2
Normal	-

HP	300
ATTACK	160
DEFEND	160
SP. ATK.	250
SP. DEF.	200
SPEED	130

Catch in Route 5-8, 38, 39 (Silver only).

Evolution

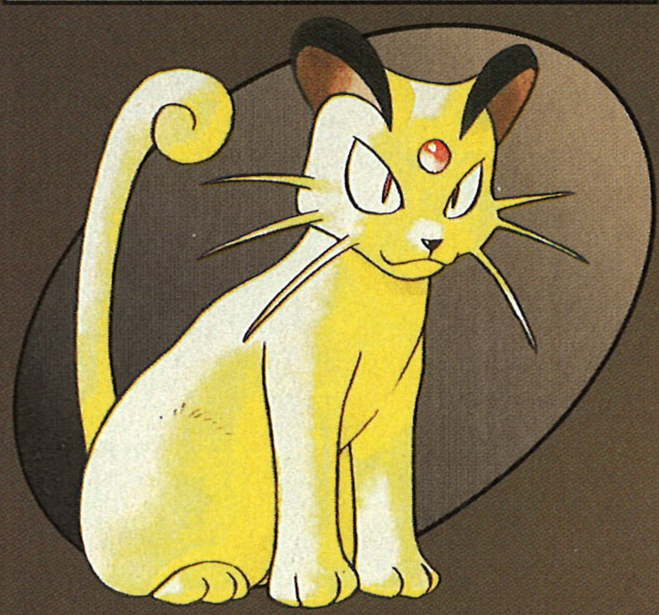
Meowth at level 0

Persian at level 28

LEVEL	Move	PWR.	ACC.	PP
start	Scratch	40	100	35
	Normal • No special properties			
start	Growl	-	100	40
	Normal • Reduces opponent's Attack			
11	Bite	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30% success)			
20	Pay Day	40	100	20
	Normal • You give money equal to double user's level (per attack)			
28	Faint Attack	60	-	20
	New Dark • Always hits (even during oppt.'s Dig, Fly, etc.)			
35	Screech	-	85	40
	Normal • Greatly reduces opponent's Defense			
41	Fury Swipes	15	85	15
	Normal • Attacks 2-5 times in one turn			
46	Slash	70	100	15
	Normal • Likely to become a critical hit			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Persian #053



TYPE 1	TYPE 2
Normal	-

HP	240
ATTACK	110
DEFEND	120
SP. ATK.	70
SP. DEF.	70
SPEED	150

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Growl**	-	100	40
	Normal •Reduces opponent's Defense			
11	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches(30% success)			
20	**Pay Day**	40	100	20
	Normal • You give money equal to double user's level (per attack)			
29	**Faint Attack**	60	-	20
	New Dark • Always hits (even during oppt.'s Dig, Fly, etc.)			
38	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
46	**Fury Swipes**	15	85	15
	Normal • Attacks 2-5 times in one turn			
53	**Slash**	70	100	15
	Normal • Likely to become a critical hit			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

S

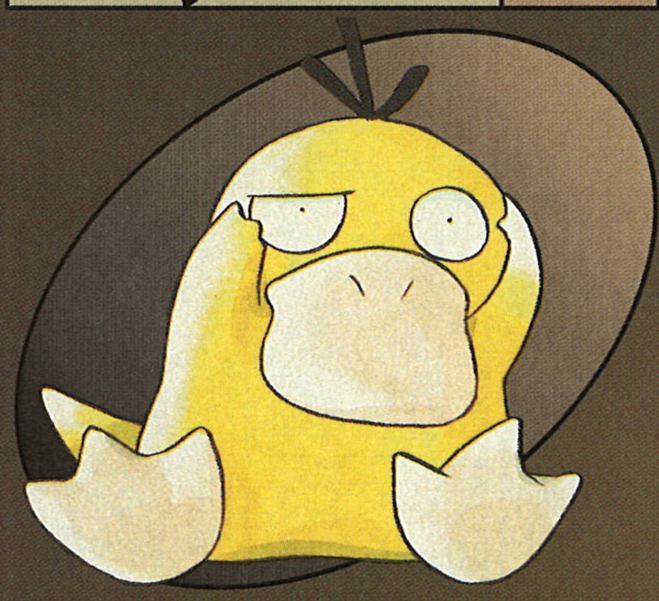
Evolve from Meowth or catch in Route 7.

Evolution

Meowth at level 0

Persian at level 28

Psyduck #054



TYPE 1	TYPE 2
Water	-

HP	220
ATTACK	120
DEFEND	120
SP. ATK.	140
SP. DEF.	120
SPEED	130

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
5	**Tail Whip**	-	100	30
	Normal •Reduces opponent's Defense			
10	**Disable**	-	55	20
	Changed Normal • Disable oppt.'s last used move for a few turns			
16	**Confusion**	50	100	25
	Psychic • Added Effect: Confuses Opponent (10%)			
23	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
31	**Psych Up**	-	-	10
	New Normal • Oppt.'s moves with beneficial effects also affect your Pokémon			
40	**Fury Swipes**	15	85	15
	Normal • Attacks 2-5 times in one turn			
50	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

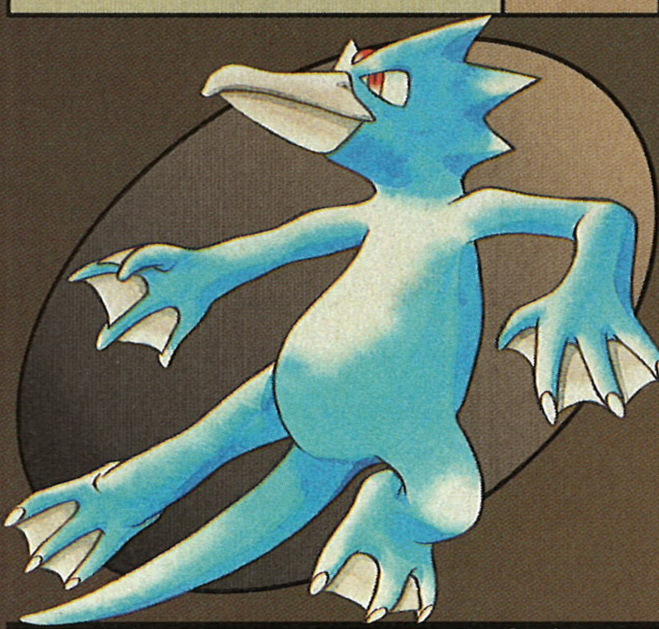
Surf in Route 6, 45, Ilex Forest.

Evolution

Psyduck at level 0

Golduck at level 33

Golduck #055



TYPE 1	TYPE 2
Water	-

HP	210
ATTACK	180
DEFEND	180
SP. ATK.	200
SP. DEF.	170
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
5	**Tail Whip**	-	100	30
	Normal •Reduces opponent's Defense			
10	**Disable**	-	55	20
	Changed Normal • Disable oppt.'s last used move for a few turns			
16	**Confusion**	50	100	25
	Psychic • Added Effect: Confuses Opponent (10%)			
23	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
31	**Psych Up**	-	-	10
	New Normal • Oppt.'s moves with beneficial effects also affect your Pokémon			
44	**Fury Swipes**	15	85	15
	Normal • Attacks 2-5 times in one turn			
58	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

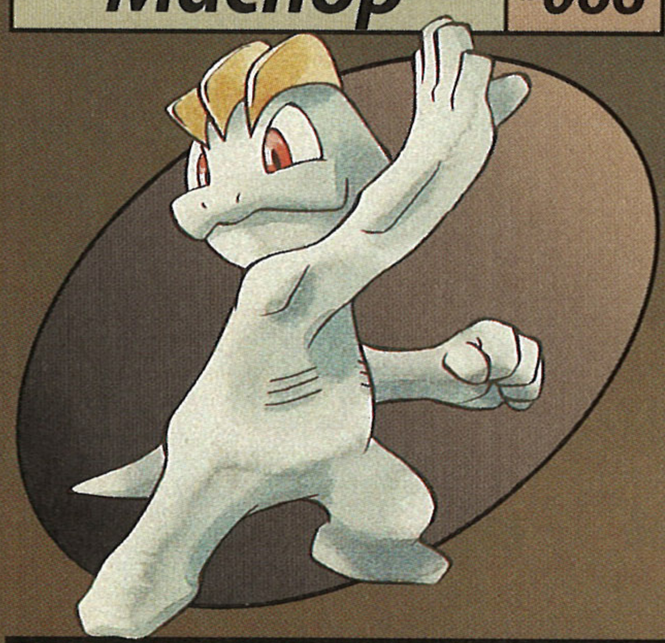
Evolve from Psyduck or Surf in Route 6, 45, Ilex Forest, Mt. Silver.

Evolution

Psyduck at level 0

Golduck at level 33

Machop #066



TYPE 1	TYPE 2
Fighting	-

HP	200
ATTACK	180
DEFEND	120
SP. ATK.	80
SP. DEF.	80
SPEED	80

G S

Catch in Mt. Mortar & Rock Tunnel, or trade for in Goldenrod City.

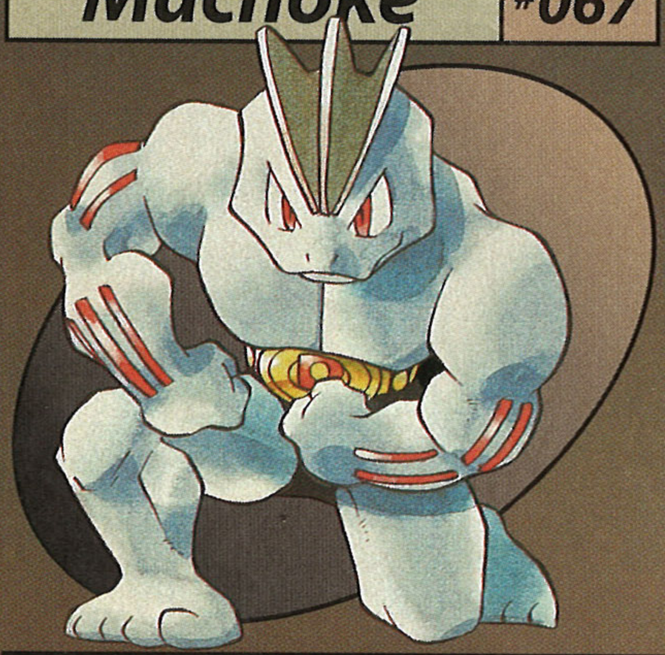
Evolution

Machop	Machoke	Machamp
at level 0	at level 28	Trade

LEVEL	Move	PWR.	ACC.	PP
start	Low Kick	50	90	20
	Fighting • Added Effect: Opponent Flinches(30% success)			
start	Leer	-	100	30
	Normal • Reduces opponent's Defense			
7	Focus Energy	-	-	30
	Normal • Next move will likely be a critical hit			
13	Karate Chop	50	100	25
	Fighting • Likely to become a critical hit			
19	Seismic Toss	-	100	20
	Fighting • Deals damage equal to user's level, regardless of Type or Defense			
25	Foresight	-	100	40
	New Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts			
31	Vital Throw	70	100	10
	New Fighting • Always attacks 2nd; next attack will always hit			
37	Cross Chop	100	80	5
	New Fighting • Likely to become a critical hit			
43	Scary Face	-	90	10
	New Normal • Greatly reduces opponent's Speed			
49	Submission	80	80	25
	Fighting • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Machoke #067



TYPE 1	TYPE 2
Fighting	-

HP	300
ATTACK	230
DEFEND	170
SP. ATK.	100
SP. DEF.	130
SPEED	100

G S

Evolve from Machop or catch in Mt. Mortar & Rock Tunnel.

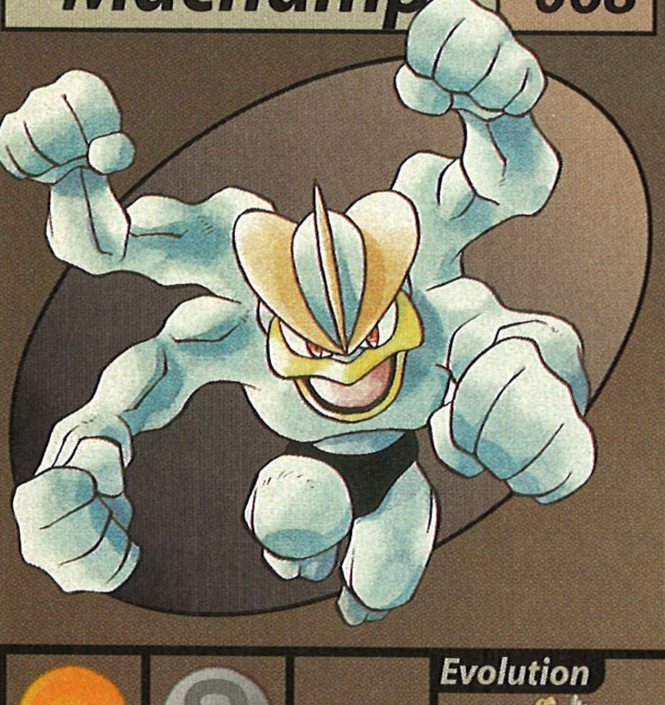
Evolution

Machop	Machoke	Machamp
at level 0	at level 28	Trade

LEVEL	Move	PWR.	ACC.	PP
start	Low Kick	50	90	20
	Fighting • Added Effect: Opponent Flinches(30% success)			
start	Leer	-	100	30
	Normal • Reduces opponent's Defense			
8	Focus Energy	-	-	30
	Normal • Next move will likely be a critical hit			
15	Karate Chop	50	100	25
	Fighting • Likely to become a critical hit			
19	Seismic Toss	-	100	20
	Fighting • Deals damage equal to user's level, regardless of Type or Defense			
25	Foresight	-	100	40
	New Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts			
34	Vital Throw	70	100	10
	New Fighting • Always attacks 2nd; next attack will always hit			
43	Cross Chop	100	80	5
	New Fighting • Likely to become a critical hit			
52	Scary Face	-	90	10
	New Normal • Greatly reduces opponent's Speed			
61	Submission	80	80	25
	Fighting • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Machamp #068



TYPE 1	TYPE 2
Fighting	-

HP	310
ATTACK	270
DEFEND	200
SP. ATK.	140
SP. DEF.	180
SPEED	140

G S

Evolve from Machoke (by trading only).

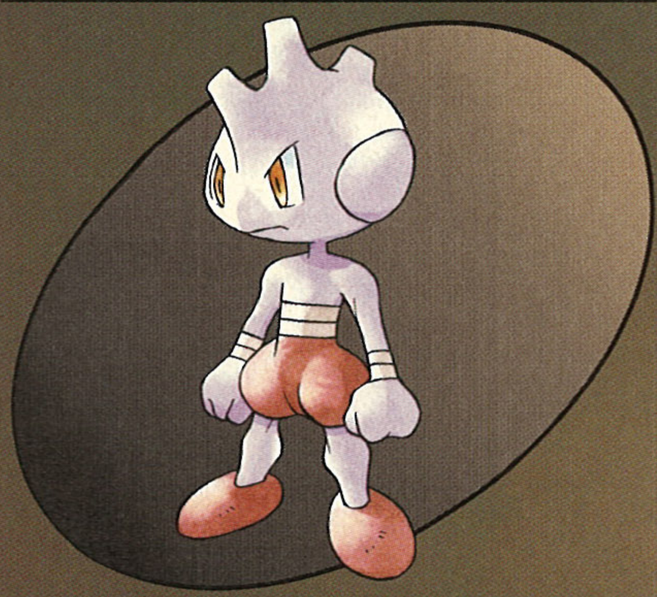
Evolution

Machop	Machoke	Machamp
at level 0	at level 28	Trade

LEVEL	Move	PWR.	ACC.	PP
start	Low Kick	50	90	20
	Fighting • Added Effect: Opponent Flinches(30% success)			
start	Leer	-	100	30
	Normal • Reduces opponent's Defense			
8	Focus Energy	-	-	30
	Normal • Next move will likely be a critical hit			
15	Karate Chop	50	100	25
	Fighting • Likely to become a critical hit			
19	Seismic Toss	-	100	20
	Fighting • Deals damage equal to user's level, regardless of Type or Defense			
25	Foresight	-	100	40
	New Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts			
34	Vital Throw	70	100	10
	New Fighting • Always attacks 2nd; next attack will always hit			
43	Cross Chop	100	80	5
	New Fighting • Likely to become a critical hit			
52	Scary Face	-	90	10
	New Normal • Greatly reduces opponent's Speed			
61	Submission	80	80	25
	Fighting • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Tyrogue #236



TYPE 1	TYPE 2
Fighting	-

HP	190
ATTACK	90
DEFEND	90
SP. ATK.	90
SP. DEF.	90
SPEED	100

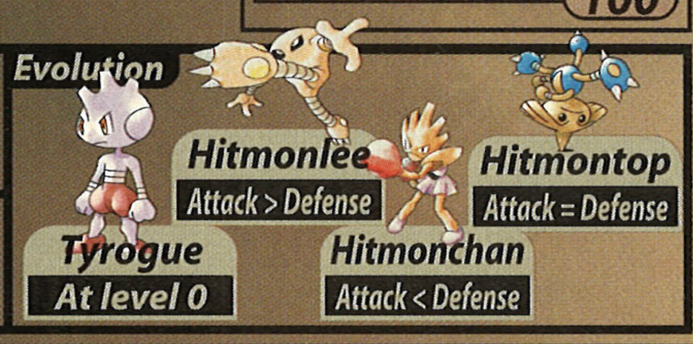
LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

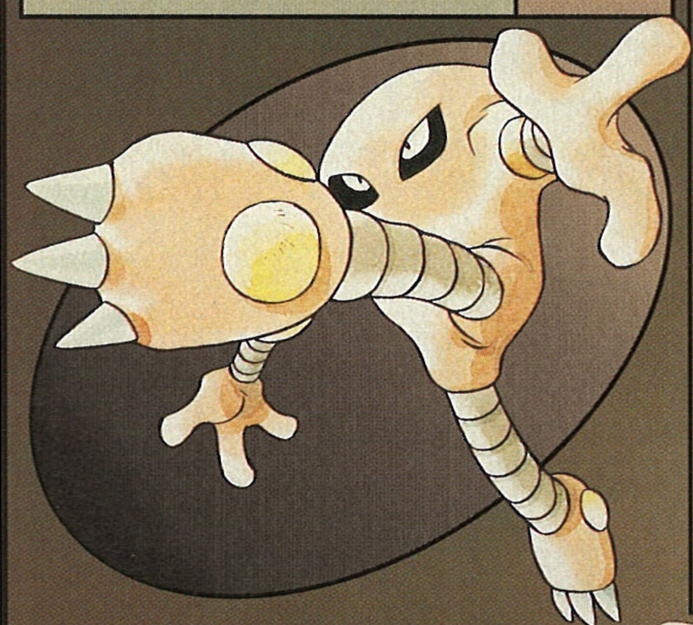
G S

Receive in Mt. Mortar (only one exists).

Evolution



Hitmonlee #106



TYPE 1	TYPE 2
Fighting	-

HP	220
ATTACK	250
DEFEND	140
SP. ATK.	80
SP. DEF.	230
SPEED	210

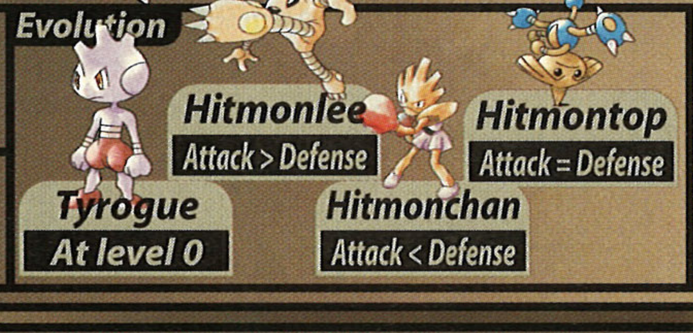
LEVEL	Move	PWR.	ACC.	PP
start	Double Kick	30	100	30
	Fighting • Attacks twice in one turn			
6	Meditate	-	-	40
	Psychic • Raises user's Attack			
11	Rolling Kick	60	85	15
	Fighting • Added Effect: Opponent Flinches (30% success)			
16	Jump Kick	70	95	25
	Fighting • If misses, user receives 1/8 of damage attack would have dealt			
21	Focus Energy	-	-	30
	Normal • Next move will likely be a critical hit			
26	High Jump Kick	85	90	20
	Fighting • If misses, user receives 1/8 of damage attack would have dealt			
31	Mind Reader	-	100	5
	New Normal • User's next attack will always hit			
36	Foresight	-	100	40
	New Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts			
41	Endure	-	-	10
	New Normal • User survives with 1 HP. If used again, success % decreases			
46	Mega Kick	120	75	5
	Normal • No special properties			
51	Reversal	-	100	15
	New Fighting • Gains power based on how little HP User has			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

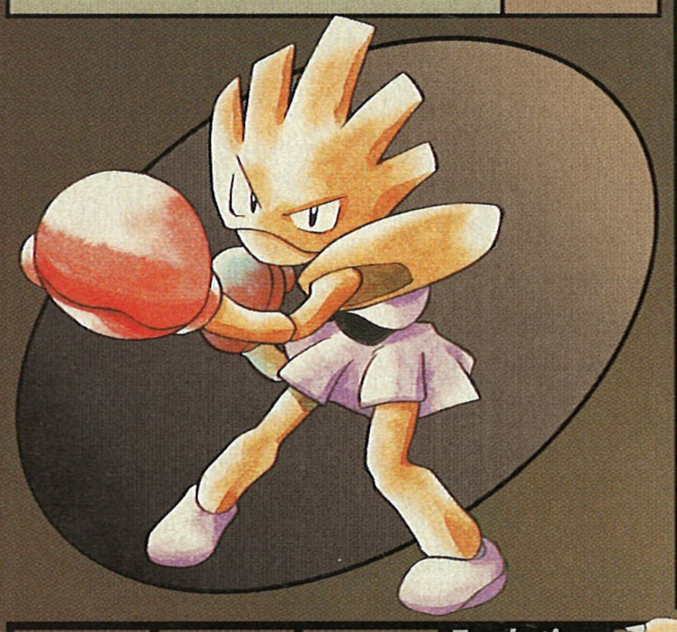
G S

Evolve from Tyrogue at level 20(if Attack is greater than Defense).

Evolution



Hitmonchan #107



TYPE 1	TYPE 2
Fighting	-

HP	270
ATTACK	190
DEFEND	150
SP. ATK.	200
SP. DEF.	150
SPEED	190

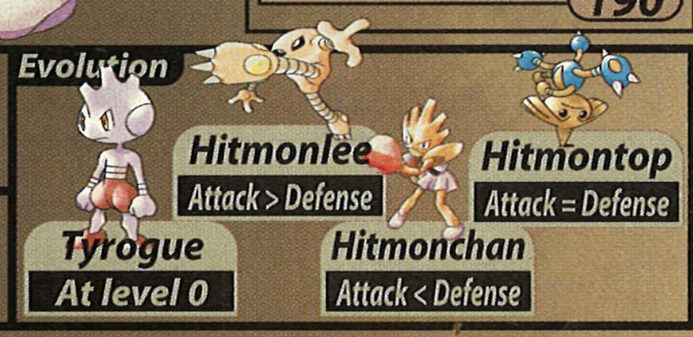
LEVEL	Move	PWR.	ACC.	PP
start	Comet Punch	18	85	15
	Normal • Attacks 2-5 times in one turn			
7	Agility	-	-	30
	Psychic • Greatly raises user's Speed			
13	Pursuit	40	100	20
	New Dark • When oppt. changes Pokémon, it hits that Pokémon for 2x damage			
26	Thunder Punch	75	100	15
	Electric • Added Effect: Paralyzes opponent (10% success)			
26	Ice Punch	75	100	15
	Ice • Added Effect: Freezes opponent (10% success)			
26	Fire Punch	75	100	15
	Normal • Added Effect: Burns opponent (10% success)			
32	Mach Punch	40	100	30
	New Fighting • Always attacks before opponent, regardless of Speed			
38	Mega Punch	80	85	20
	Normal • No special properties			
44	Detect	-	-	5
	New Fighting • Protects from any attack. If used again, success % decreases			
50	Counter	-	100	20
	Fighting • Attacks 2nd, deals 2X non-Special damage just received			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

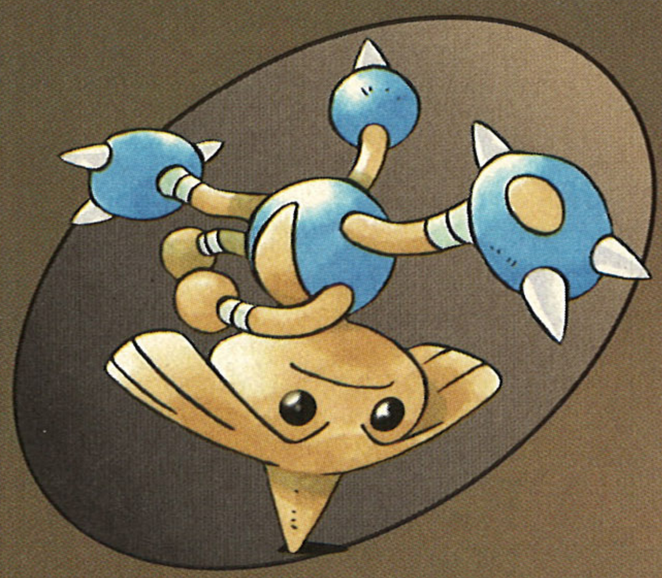
G S

Evolve from Tyrogue at level 20(if Defense is greater than Attack).

Evolution



Hitmontop #237



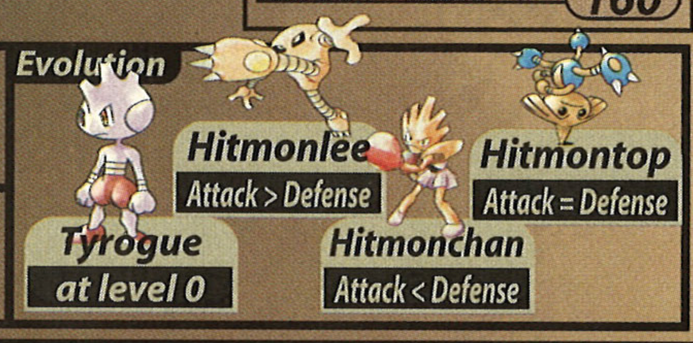
TYPE 1	TYPE 2
Fighting	-

HP	230
ATTACK	220
DEFEND	210
SP. ATK.	100
SP. DEF.	250
SPEED	160

G S

Evolve from Tyrogue at Level 20 (if Attack is equal to Defense).

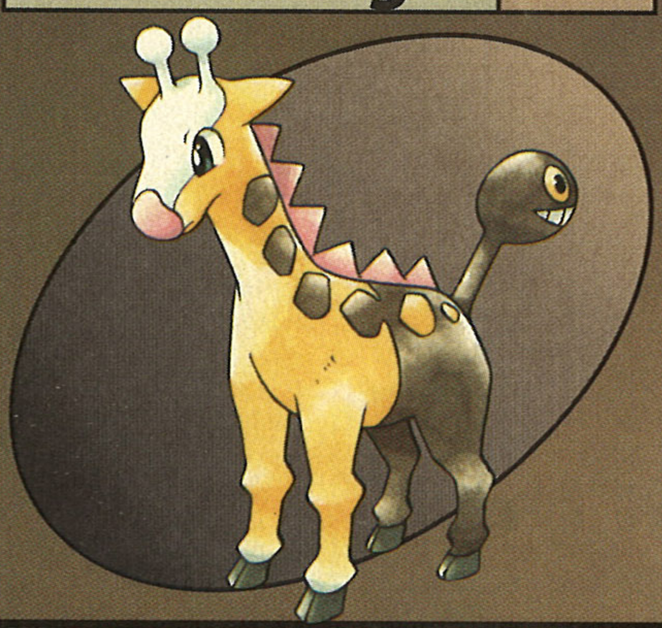
Evolution



LEVEL	Move	PWR.	ACC.	PP
start	Rolling Kick	60	85	15
	Fighting • Added Effect: Opponent Flinches (30% success)			
7	Focus Energy	-	-	30
	Normal • Next move will likely be a critical hit			
13	Pursuit	40	100	20
	New Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage			
19	Quick Attack	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
25	Rapid Spin	20	100	40
	New Normal • Escapes from continuous moves like Bind and Leech Seed			
31	Counter	-	100	20
	Fighting • Attacks 2nd, deals 2X non-Special damage just received			
37	Agility	-	-	30
	Psychic • Greatly raises user's Speed			
43	Detect	-	-	5
	New Fighting • Protects from any attack. If used again, success % decreases			
49	Triple Kick	10	90	10
	New Fighting • Attacks 3X in one turn, Power increases each turn until misses			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Girafarig #203



TYPE 1	TYPE 2
Normal	Psychic

HP	270
ATTACK	190
DEFEND	150
SP. ATK.	200
SP. DEF.	150
SPEED	190

G S

Catch in Route 43.

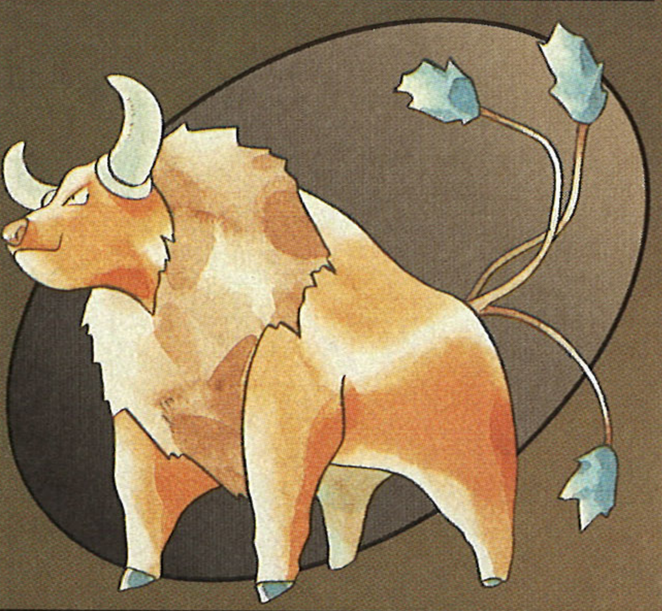
Evolution

Girafarig
at level 0

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
start	Growl	-	100	40
	Normal • Reduces opponent's Attack			
7	Confusion	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
13	Stomp	65	100	20
	Normal • Added Effect: Opponent Flinches (30% success)			
20	Agility	-	-	30
	Psychic • Greatly raises user's Speed			
30	Baton Pass	-	-	40
	New Normal • Swaps Pokémon; New Pokémon gains any beneficial effects			
41	Psybeam	65	100	20
	Psychic • Added Effect: Confuses opponent (10% success)			
54	Crunch	80	100	15
	New Dark • Added Effect: Reduces Defense (20% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Tauros #128



TYPE 1	TYPE 2
Normal	-

HP	270
ATTACK	210
DEFEND	200
SP. ATK.	110
SP. DEF.	170
SPEED	260

G S

Catch in Route 38 & 39.

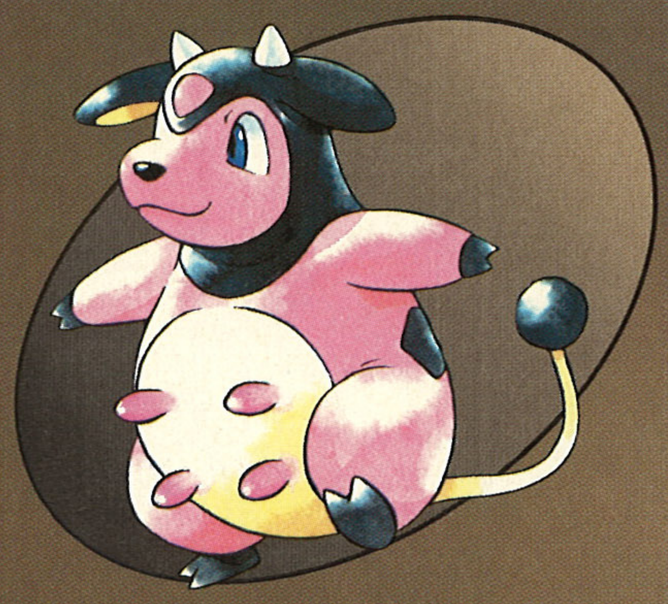
Evolution

Tauros
at level 0

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
4	Tail Whip	-	100	30
	Normal • Reduces opponent's Defense			
8	Rage	20	100	20
	Normal • If used continuously, power grows as user is damaged			
13	Horn Attack	65	100	35
	Normal • No special properties			
19	Scary Face	-	90	10
	New Normal • Greatly reduces opponent's Speed			
26	Pursuit	40	100	20
	New Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage			
34	Rest	-	-	10
	Psychic • Recovers HP completely, user Sleeps for next two turns			
43	Thrash	90	100	20
	Normal • Attacks 2-3 turns in a row, then user becomes Confused			
53	Take Down	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Miltank #241



TYPE 1	TYPE 2
Normal	-

HP	320
ATTACK	180
DEFEND	230
SP. ATK.	110
SP. DEF.	170
SPEED	220

LEVEL	Move	Type	PWR.	ACC.	PP
start	Tackle	Normal • No special properties	35	95	35
4	Growl	Normal • Reduces opponent's Attack	-	100	40
8	Defense Curl	Normal • Raises Defense	-	-	40
13	Stomp	Normal • Added Effect: Opponent Flinches (30% success)	65	100	20
19	Milk Drink	New Normal • Refills 1/2 of HP Max/ Field: Shares 1/5 of own HP with team	-	-	10
26	Bide	Normal • Deals damage = 2X opponent's attacks after 2-3 turns	-	100	10
34	Rollout	New Rock • Attacks for 5 turns. Power increases each turn until misses	30	90	20
43	Body Slam	Normal • Added Effect: Paralyzes opponent (30% success)	85	100	15
53	Heal Bell	New Normal • Heals all status conditions of all of your Pokémon	-	-	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

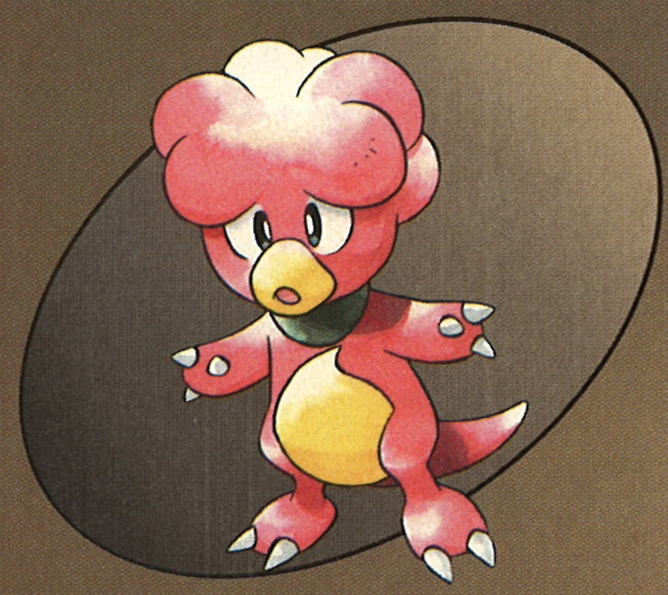
G S

Catch in Route 38 & 39.

Evolution

Miltank at level 0

Magby #240



TYPE 1	TYPE 2
Fire	-

HP	220
ATTACK	170
DEFEND	90
SP. ATK.	170
SP. DEF.	140
SPEED	190

LEVEL	Move	Type	PWR.	ACC.	PP
start	Ember	Fire • Added Effect: Burns opponent (10% success)	40	100	25
7	Leer	Normal • Reduces opponent's Defense	-	100	30
13	Smog	Poison • Added Effect: Poisons opponent (40% success)	20	70	20
19	Fire Punch	Fire • Added Effect: Burns opponent (10% success)	75	100	15
25	Smokescreen	Normal • Reduces opponent's Accuracy	-	100	20
31	Sunny Day	New Fire • Raises Power of Fire-type attacks for 5 turns	-	-	5
37	Flamethrower	Fire • Added Effect: Burns opponent (10% success)	95	100	15
43	Confuse Ray	Ghost • Confuses opponent	-	100	10
49	Fire Blast	Fire • Added Effect: Burns opponent (10% success)	120	85	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Hatch from egg only.

Evolution

Magby at level 0

Magmar at level 30

Magmar #126

TYPE 1	TYPE 2
Fire	-

HP	250
ATTACK	200
DEFEND	150
SP. ATK.	230
SP. DEF.	200
SPEED	220

LEVEL	Move	Type	PWR.	ACC.	PP
start	Ember	Fire • Added Effect: Burns opponent (10% success)	40	100	25
7	Leer	Normal • Reduces opponent's Defense	-	100	30
13	Smog	Poison • Added Effect: Poisons opponent (40% success)	20	70	20
19	Fire Punch	Fire • Added Effect: Burns opponent (10% success)	75	100	15
25	Smokescreen	Normal • Reduces opponent's Accuracy	-	100	20
33	Sunny Day	New Fire • Raises Power of Fire-type attacks for 5 turns	-	-	5
41	Flamethrower	Fire • Added Effect: Burns opponent (10% success)	95	100	10
49	Confuse Ray	Ghost • Confuses opponent	-	100	10
57	Fire Blast	Fire • Added Effect: Burns opponent (10% success)	120	85	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Magby or catch in Burned Tower.

Evolution

Magby at level 0

Magmar at level 30

Smoochum #238

TYPE 1	TYPE 2
Ice	Psychic

HP	220
ATTACK	80
DEFEND	50
SP. ATK.	190
SP. DEF.	150
SPEED	150

G S

Hatch from egg only.

Evolution

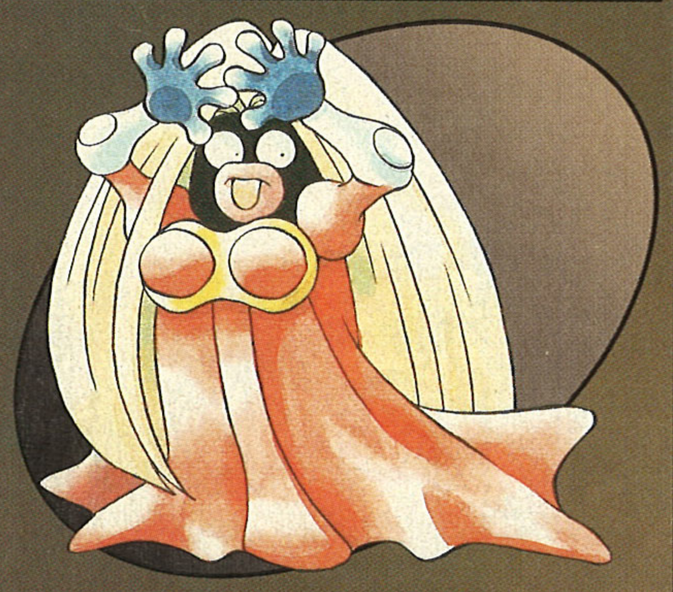
Smoochum — Egg Only

Jynx — at level 30

LEVEL	Move	PWR.	ACC.	PP
start	**Pound** — Normal • No special properties	40	100	35
start	**Lick** — Ghost • Added Effect: Paralyzes opponent (30% success)	20	100	30
9	**Sweet Kiss** — New Normal • Confuses opponent	-	75	10
13	**Powder Snow** — New Ice • Added Effect: Freezes opponent (10% success)	40	100	25
21	**Confusion** — Psychic • Added Effect: Confuses opponent (10% success)	50	100	25
25	**Sing** — Normal • Puts opponent to Sleep	-	55	15
33	**Mean Look** — New Normal • Opponent can't escape while user is in battle	-	100	5
37	**Psychic** — New Psychic • Added Effect: Reduces opponent's Special Defense(10% success)	100	100	15
45	**Perish Song** — New Normal • Both Pokémon will Faint in 3 turns, unless either is switched	-	-	5
49	**Blizzard** — Ice • Added Effect: Freezes opponent (10% success)	120	70	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Jynx #124



TYPE 1	TYPE 2
Ice	Psychic

HP	250
ATTACK	110
DEFEND	80
SP. ATK.	240
SP. DEF.	200
SPEED	220

G S

Evolve from Smoochum or catch in Ice Cave.

Evolution

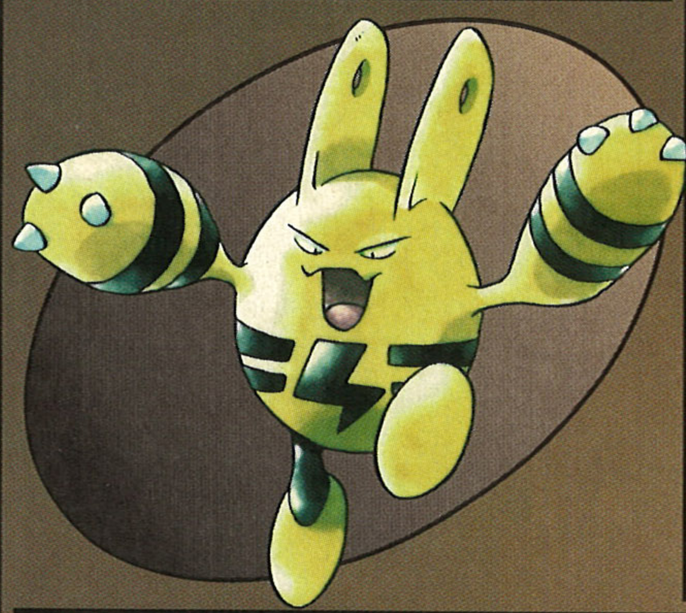
Smoochum — Egg Only

Jynx — at level 30

LEVEL	Move	PWR.	ACC.	PP
start	**Pound** — Normal • No special properties	40	100	35
start	**Lick** — Ghost • Added Effect: Paralyzes opponent (30% success)	20	100	30
9	**Lovely Kiss** — Normal • Puts opponent to Sleep	-	75	15
13	**Powder Snow** — New Ice • Added Effect: Freezes opponent (10% success)	40	100	25
21	**Double Slap** — Grass • Greatly reduces opponent's Speed	-	85	40
25	**Ice Punch** — Psychic • Reduces damage fromSpecial attacks by 1/2 for 5 turns	-	-	30
35	**Mean Look** — New Normal • Opponent can't escape while user is in battle	-	100	5
41	**Body Slam** — Normal • Added Effect: Paralyzes opponent (30% success)	85	100	15
51	**Perish Song** — New Normal • Both Pokémon will Faint in 3 turns, unless either is switched	-	-	5
57	**Blizzard** — Ice • Added Effect: Freezes opponent (10% success)	120	70	5

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Elekid #239



TYPE 1	TYPE 2
Electric	-

HP	220
ATTACK	130
DEFEND	90
SP. ATK.	160
SP. DEF.	140
SPEED	210

G S

Hatch from egg only.

Evolution

Elekid — at level 0

Electabuzz — at level 30

LEVEL	Move	PWR.	ACC.	PP
start	**Quick Attack** — Normal • Always hits before opponent, regardless of Speed	40	100	30
start	**Leer** — Normal • Reduces opponent's Defense	-	100	30
9	**Thunderpunch** — Electric • Added Effect: Paralyzes opponent (10% success)	75	100	15
17	**Light Screen** — Psychic • Reduces damage from opponent's Special Attacks by 1/2 for 5 turns	-	-	30
25	**Swift** — Normal • Always hits (except during oppt.'s Dig, Fly, etc.)	60	-	20
33	**Screech** — Normal • Greatly reduces opponent's Defense	-	85	40
41	**Thunderbolt** — Electric • Added Effect: Paralyzes opponent (10% success)	95	100	15
49	**Thunder** — Electric • Paralyzes opponent (30% success)	120	70	10

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Electabuzz #125

TYPE 1	TYPE 2
Electric	-

HP	240
ATTACK	180
DEFEND	130
SP. ATK.	200
SP. DEF.	180
SPEED	230

G S

Evolve from Elekid or catch in Route 10.

Evolution

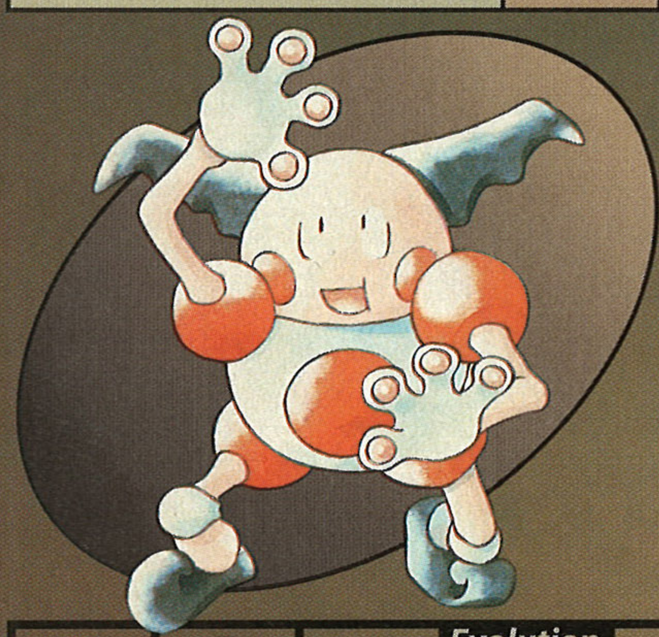
Elekid at level 0

Electabuzz at level 30

LEVEL	Move	PWR.	ACC.	PP
start	Quick Attack	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
start	Leer	-	100	30
	Normal • Reduces opponent's Defense			
9	Thunderpunch	70	100	15
	Electric • Added Effect: Paralyzes opponent (10% success)			
17	Light Screen	-	-	30
	Psychic • Reduces damage from opponent's Special Attacks by 1/2 for 5 turns			
25	Swift	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			
36	Screech	-	85	40
	Normal • Greatly reduces opponent's Defense			
47	Thunderbolt	95	100	15
	Electric • Added Effect: Paralyzes opponent (10% success)			
58	Thunder	120	70	10
	Electric • Paralyzes opponent (30% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Mr. Mime #122



TYPE 1	TYPE 2
Psychic	-

HP	200
ATTACK	120
DEFEND	100
SP. ATK.	230
SP. DEF.	270
SPEED	190

G S

Catch in Route 21 or win at Celadon Game Corner.

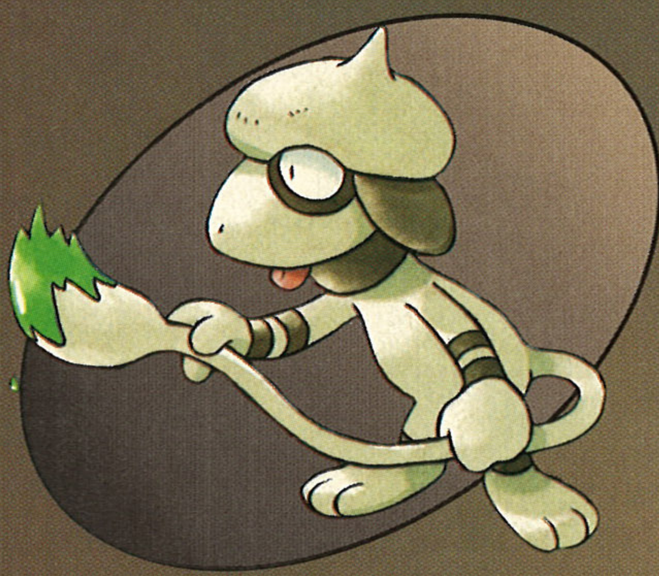
Evolution

Mr. Mime at level 0

LEVEL	Move	PWR.	ACC.	PP
start	Barrier	-	-	30
	Psychic • Greatly raises user's Defense			
6	Confusion	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
11	Substitute	-	-	10
	Normal • Creates clone with 1/4 of user's HP. Clone blocks until K.O.'ed			
16	Meditate	-	-	40
	Psychic • Raises user's Attack			
21	Doubleslap	15	85	10
	Normal • Attacks 2-5 times in one turn			
26	Light Screen	-	-	30
	Psychic • Reduces damage from oppt.'s Special Attacks by 1/2 for 5 turns			
26	Reflect	-	-	20
	Psychic • Reduces damage from oppt.'s Special Attacks by 1/2 for 5 turns			
31	Encore	-	-	30
	New Normal • Opponent must repeat last attack 2-5 times			
36	Psybeam	65	100	20
	Psychic • Added Effect: Confuses opponent (10% success)			
41	Baton Pass	-	-	40
	New Normal • Swaps Pokémon. New Pokémon gains any beneficial effects			
46	Safeguard	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defence Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Smeargle #235



TYPE 1	TYPE 2
Normal	-

HP	250
ATTACK	70
DEFEND	80
SP. ATK.	60
SP. DEF.	110
SPEED	160

G S

Catch in Ruins of Alph.

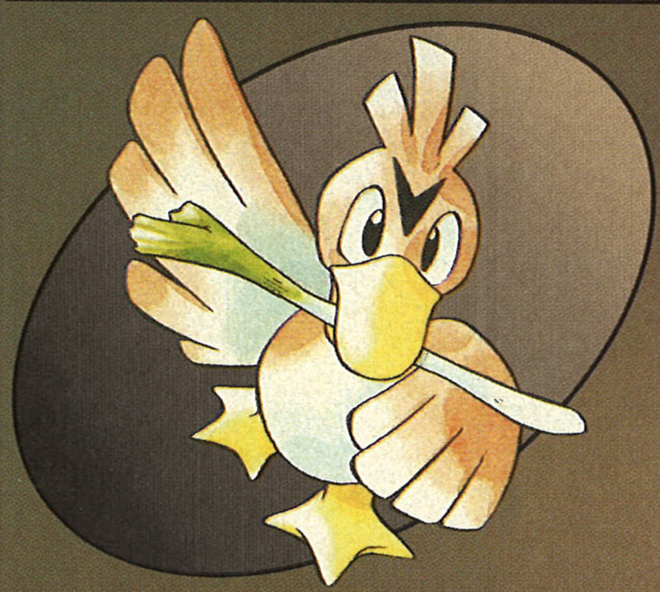
Evolution

Smeargle at level 0

LEVEL	Move	PWR.	ACC.	PP
start	Sketch	-	-	1
	New Normal • Permanently copies last technique used by oppt.			
11	Sketch	-	-	1
	New Normal • Permanently copies last technique used by oppt.			
21	Sketch	-	-	1
	New Normal • Permanently copies last technique used by oppt.			
31	Sketch	-	-	1
	New Normal • Permanently copies last technique used by oppt.			
41	Sketch	-	-	1
	New Normal • Permanently copies last technique used by oppt.			
51	Sketch	-	-	1
	New Normal • Permanently copies last technique used by oppt.			
61	Sketch	-	-	1
	New Normal • Permanently copies last technique used by oppt.			
71	Sketch	-	-	1
	New Normal • Permanently copies last technique used by oppt.			
81	Sketch	-	-	1
	New Normal • Permanently copies last technique used by oppt.			
91	Sketch	-	-	1
	New Normal • Permanently copies last technique used by oppt.			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Farfetch'd #083



TYPE 1	TYPE 2
Normal	Flying

HP	230
ATTACK	150
DEFEND	130
SP. ATK.	130
SP. DEF.	140
SPEED	140

LEVEL	Move	PWR.	ACC.	PP
start	**Peck**	35	100	35
	Flying • No special properties			
7	**Sand-Attack**	20	100	30
	Ghost • Paralyzes opponent (30% success)			
13	**Leer**	-	100	30
	Normal • Reduces opponent's defense			
19	**Fury Attack**	15	85	20
	Normal • Attacks 2-5 times in one turn			
25	**Swords Dance**	-	-	30
	Normal • Greatly raises user's Attack			
31	**Swift**	60	-	20
	Normal • Always hits (except during opponent's Dig, Fly, etc.)			
37	**Slash**	70	100	15
	Normal • Likely to become a critical hit			
44	**False Swipe**	40	100	40
	New Normal • Always leaves opponent with at least 1 HP			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

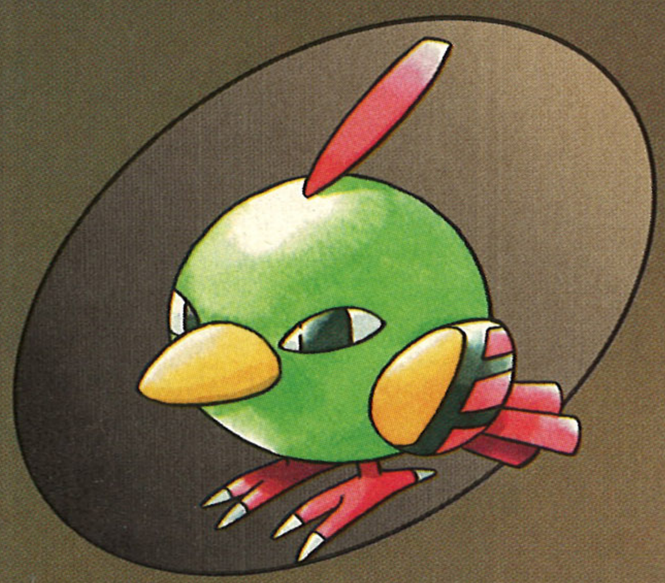
G S

Catch in Route 38 & 39.

Evolution

Farfetch'd at level 0

Natu #177



TYPE 1	TYPE 2
Psychic	Flying

HP	210
ATTACK	130
DEFEND	110
SP. ATK.	160
SP. DEF.	110
SPEED	170

LEVEL	Move	PWR.	ACC.	PP
start	**Peck**	35	100	35
	Flying • No special properties			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
10	**Night Shadow**	-	100	15
	Ghost • Deals damage equal to user's level regardless of Type and Defense			
20	**Teleport**	-	-	20
	Psychic • Escape from wild Pokémon/Field: Return to last Pokémon Center			
30	**Future Sight**	-	85	40
	New Psychic • Attacks opponent two turns later			
40	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
50	**Psychic**	90	100	10
	Psychic • Reduces oppt.'s Special Defense (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Catch in Ruins of Alph.

Evolution

Natu at level 0

Xatu at level 25

Xatu #178

TYPE 1	TYPE 2
Psychic	Flying

HP	260
ATTACK	180
DEFEND	160
SP. ATK.	210
SP. DEF.	160
SPEED	200

LEVEL	Move	PWR.	ACC.	PP
start	**Peck**	35	100	35
	Flying • No special properties			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
10	**Night Shadow**	-	100	15
	Ghost • Deals damage equal to user's level regardless of Type and Defense			
20	**Teleport**	-	-	20
	Psychic • Escape from wild Pokémon/Field: Return to last Pokémon Center			
35	**Future Sight**	-	85	40
	New Psychic • Attacks opponent two turns later			
50	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
65	**Psychic**	90	100	10
	Psychic • Reduces oppt.'s Special Defense (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

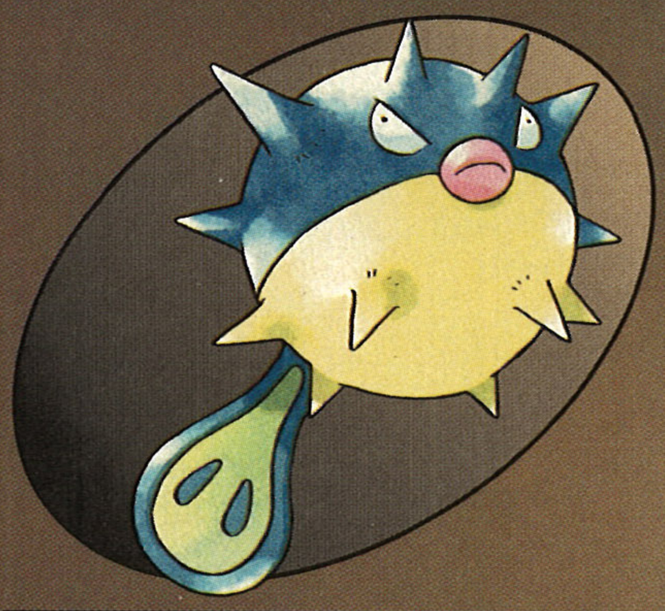
Evolve from Natu.

Evolution

Natu at level 0

Xatu at level 25

Quilfish #211



TYPE 1	TYPE 2
Water	Poison

HP	250
ATTACK	210
DEFEND	170
SP. ATK.	140
SP. DEF.	140
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Poison Sting**	15	100	35
	Poison • Added Effect: Opponent becomes Poisoned (30% success)			
10	**Harden**	-	-	30
	Normal • Raises user's Defense			
10	**Minimize**	-	-	20
	Normal • Raises user's Evasion			
19	**Water Gun**	40	100	25
	Water • No special properties			
28	**Pin Missile**	-	-	5
	Bug • Attacks 2-5 times in one turn			
37	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
46	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

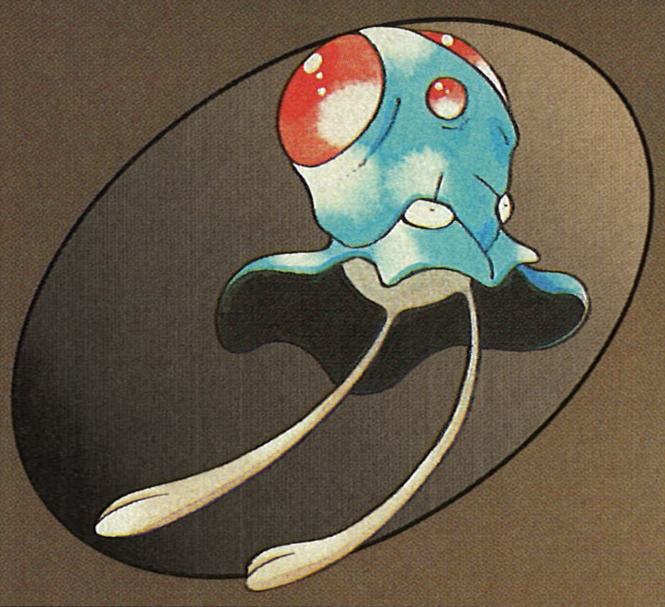
G S

Fish in Route 32 during swarm or with Super Rod in Route 12, 13, 32.

Evolution

Quilfish at level 0

Tentacool #072



TYPE 1	TYPE 2
Water	Poison

HP	220
ATTACK	110
DEFEND	100
SP. ATK.	110
SP. DEF.	210
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Poison Sting**	15	100	35
	Poison • Added Effect: Opponent becomes Poisoned (30% success)			
6	**Supersonic**	-	55	20
	Normal • Confuses opponent			
12	**Constrict**	10	100	35
	Normal • Added Effect: Reduces opponent's Speed (10%)			
19	**Acid**	40	100	30
	Poison • Added Effect: Reduces opponent's Defense (10%)			
25	**Bubblebeam**	65	100	20
	Water • Added Effect: Reduces opponent's Speed (10%)			
30	**Wrap**	15	85	20
	Changed Normal • Traps and attacks oppt. continuously for 2-5 turns			
36	**Barrier**	-	-	30
	Psychic • Greatly raises user's Defense			
43	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
49	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

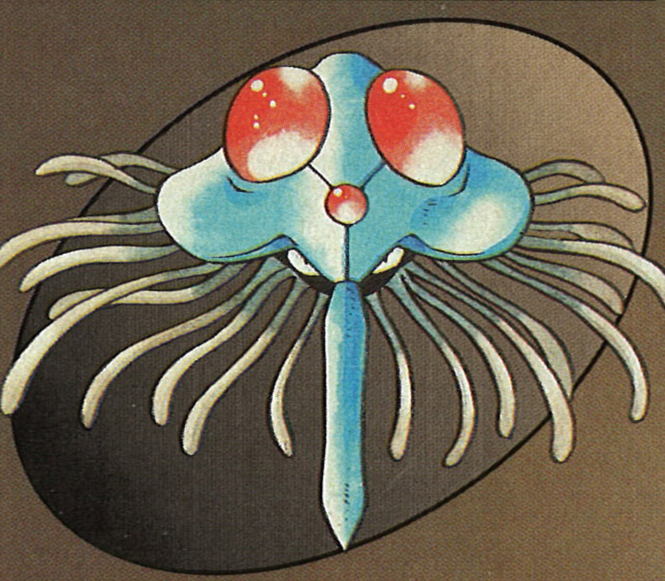
Fish/Swim in Route 12, 13, 19-21, 26, 27, 32, 34, 40, 41, etc.

Evolution

Tentacool at level 0

Tentacruel at level 30

Tentacruel #073



TYPE 1	TYPE 2
Water	Poison

HP	280
ATTACK	170
DEFEND	140
SP. ATK.	180
SP. DEF.	260
SPEED	210

LEVEL	Move	PWR.	ACC.	PP
start	**Poison Sting**	15	100	35
	Normal • Power grows as user's damage used continuously			
6	**Supersonic**	-	55	20
	Normal • Confuses opponent			
12	**Constrict**	10	100	35
	Normal • Added Effect: Reduces opponent's Speed (10%)			
19	**Acid**	40	100	30
	Poison • Added Effect: Reduces opponent's Defense (10%)			
25	**Bubblebeam**	65	100	20
	Water • Added Effect: Reduces opponent's Speed (10%)			
30	**Wrap**	15	85	20
	Changed Normal • Traps and attacks oppt. continuously for 2-5 turns			
38	**Barrier**	-	-	30
	Psychic • Greatly raises user's Defense			
47	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
55	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

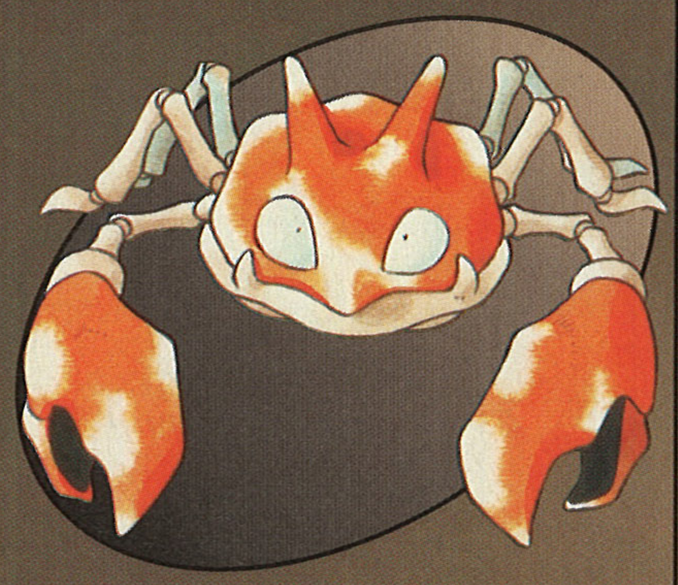
Evolve from Tentacool or fish/Swim in Route 12, 13, 19-21, 26, 27, 32, 34, 40, 41, etc.

Evolution

Tentacool at level 0

Tentacruel at level 30

Krabby #098



TYPE 1	TYPE 2
Water	-

HP	180
ATTACK	220
DEFEND	210
SP. ATK.	60
SP. DEF.	60
SPEED	130

LEVEL	Move	PWR.	ACC.	PP
start	**Bubble**	20	100	30
	Water • Added Effect: Reduces opponent's Speed (10%)			
5	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
12	**Vicegrip**	55	100	30
	Normal • No special properties			
16	**Harden**	-	-	30
	Normal • Raises user's Defense			
23	**Stomp**	65	100	20
	Normal • Added Effect: Opponent Flinches (30%)			
27	**Guillotine**	-	30	5
	Normal • If it hits, opponent Faints			
34	**Protect**	-	-	10
	New Normal • Protects from any attack. If used again, success % decreases			
41	**Crabhammer**	90	85	10
	Water • Likely to become a critical hit			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

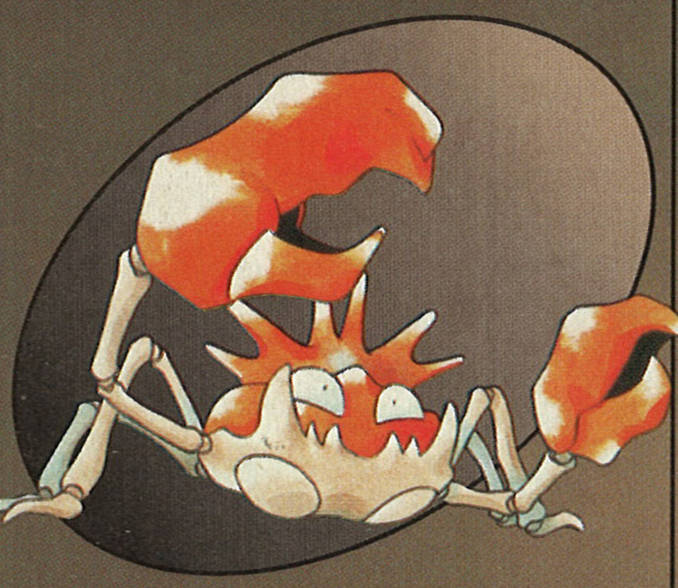
Fish in Route 19, 34, 40, Olivine City, Whirl Islands, etc.

Evolution

Krabby at level 0

Kingler at level 28

Kingler #099



TYPE 1	TYPE 2
Water	-

HP	230
ATTACK	270
DEFEND	250
SP. ATK.	120
SP. DEF.	120
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Bubble**	20	100	30
	Water • Added Effect: Reduces opponent's Speed (10%)			
5	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
12	**Vicegrip**	55	100	30
	Normal • No special properties			
16	**Harden**	-	100	20
	Normal • Raises user's Defense			
23	**Stomp**	65	100	20
	Normal • Added Effect: Opponent Flinches (30%)			
27	**Guillotine**	-	30	5
	Normal • If it hits, opponent Faints			
38	**Protect**	-	-	10
	New Normal • Protects from any attack. If used again, success % decreases			
49	**Crabhammer**	90	85	10
	Water • Likely to become a critical hit			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

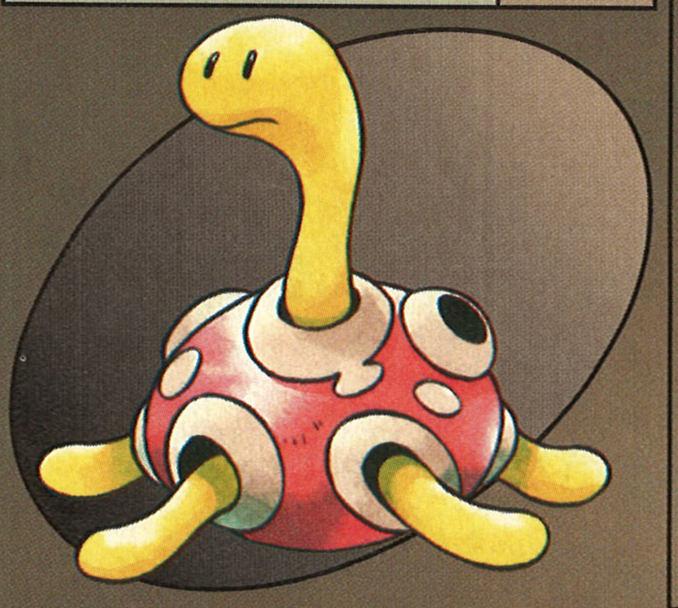
Evolve from Krabby or fish with Super Rod in Route 19, 34, 40, etc.

Evolution

Krabby at level 0

Kingler at level 28

Shuckle #213



TYPE 1	TYPE 2
Bug	Rock

HP	160
ATTACK	40
DEFEND	480
SP. ATK.	40
SP. DEF.	480
SPEED	20

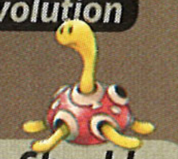
LEVEL	Move	PWR.	ACC.	PP
start	**Constrict**	10	100	35
	Normal • Added Effect: Reduces opponent's Speed (10%)			
start	**Withdraw**	-	-	40
	Water • Raises user's Defense			
9	**Wrap**	15	85	20
	Changed Normal • Traps and attacks oppt. continuously for 2-5 turns			
14	**Encore**	-	100	5
	New Normal • Opponent must repeat last attack 2-5 times			
23	**Safeguard**	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			
28	**Bide**	-	100	10
	Normal • Deals damage = 2X oppt.'s attacks after 2-3 turns			
37	**Rest**	-	-	10
	Psychic • Recovers HP completely; user Sleeps for the next two turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

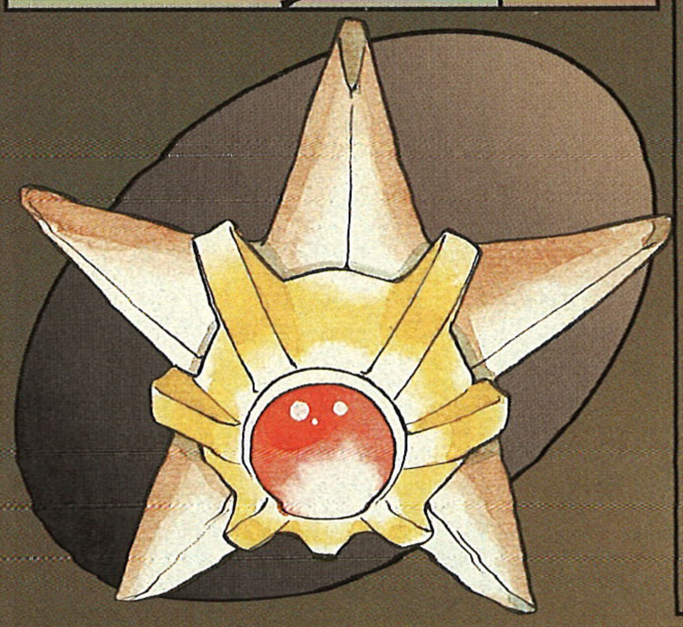
Find under rocks in Olivine & Cianwood, trade for in Cianwood Island.

Evolution



Shuckle at level 0

Staryu #120



TYPE 1	TYPE 2
Water	-

HP	180
ATTACK	110
DEFEND	140
SP. ATK.	170
SP. DEF.	140
SPEED	180

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Harden**	-	-	30
	Normal • Raises user's Defense			
7	**Water Gun**	40	100	25
	Water • No special properties			
13	**Rapid Spin**	20	100	40
	New Normal • Escapes from continuous moves like Bind and Leech Seed			
19	**Recover**	-	-	20
	Normal • Refills 1/2 of Max HP			
25	**Swift**	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			
31	**Bubblebeam**	65	100	20
	Water • Added Effect: Reduces oppt.'s Speed (10% success)			
37	**Minimize**	-	-	20
	Normal • Raises user's Evasion			
43	**Light Screen**	-	-	30
	Psychic • Reduces damage from oppt.'s Special Attacks by 1/2 for 5 turns			
50	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

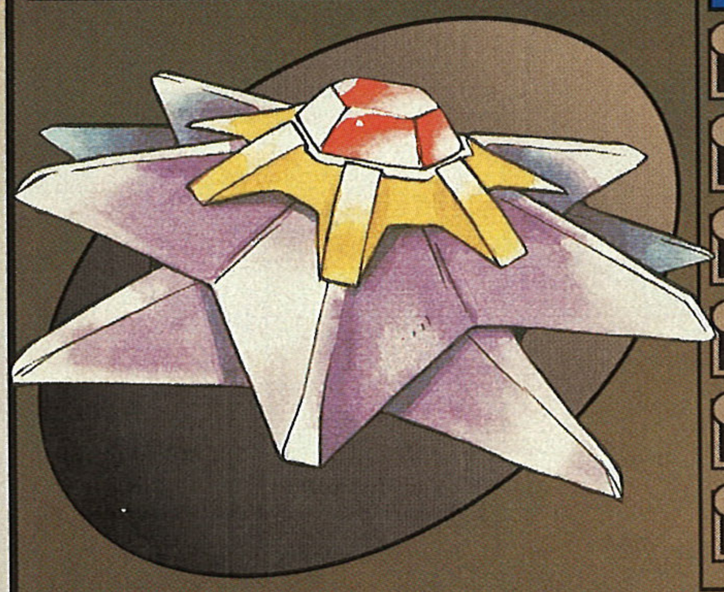
Fish with Good or Super Rod in Route 19, 34, 40, Olivine City, etc (night only).

Evolution

Staryu at level 0

Starmie Water Stone

Starmie #121



TYPE 1	TYPE 2
Water	Psychic

HP	230
ATTACK	170
DEFEND	190
SP. ATK.	220
SP. DEF.	190
SPEED	250

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Rapid Spin**	20	100	40
	New Normal • Escapes from continuous moves like Bind and Leech Seed			
start	**Recover**	-	-	20
	Normal • Refills 1/2 of Max HP			
23	**Bubblebeam**	65	100	20
	Water • Added Effect: Reduces oppt.'s Speed (10% success)			
37	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Staryu.

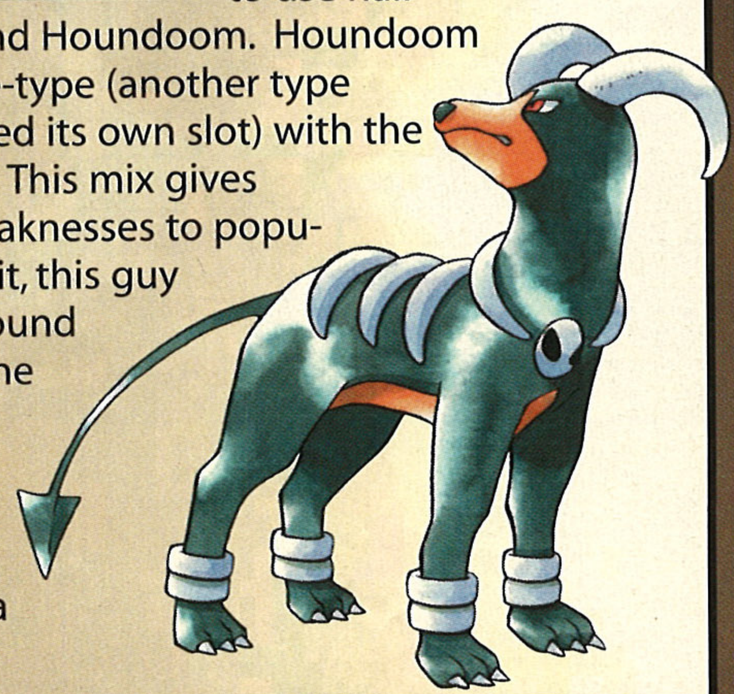
Evolution

Staryu at level 0

Starmie Water Stone

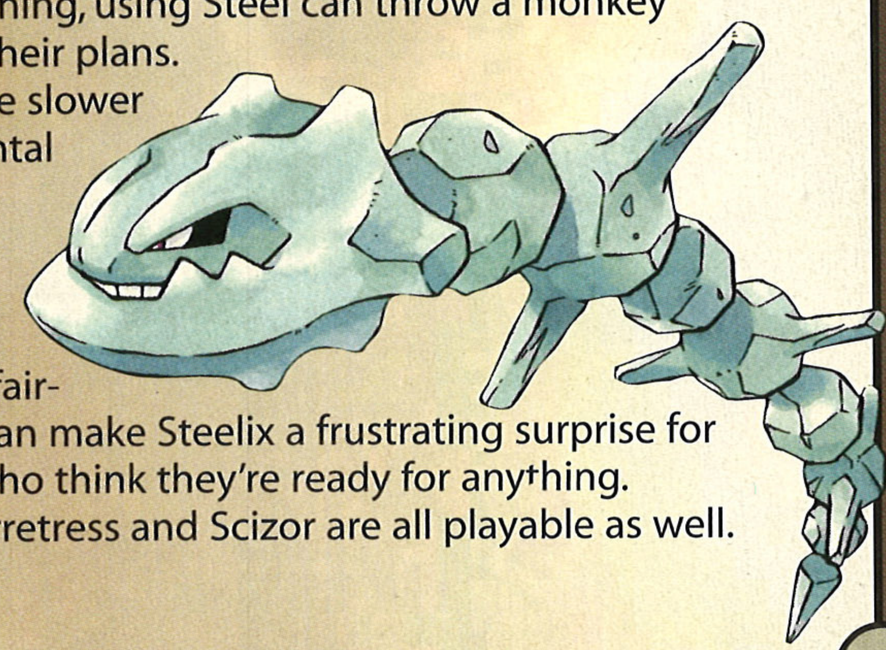
Best of Type: Dark

Dark is a little too specialized to deserve its own slot in a well-rounded team (sorry Umbreon). Instead, I like to use half-Darks like Tyranitaur and Houndoom. Houndoom mixes attacks from Fire-type (another type that doesn't always need its own slot) with the best Dark has to offer. This mix gives Houndoom a lot of weaknesses to popular types, but let's face it, this guy wasn't built to stick around for a long time. With the most powerful attacks of two types at its disposal, it is a great strike fighter that can do a lot of damage in a small amount of time.

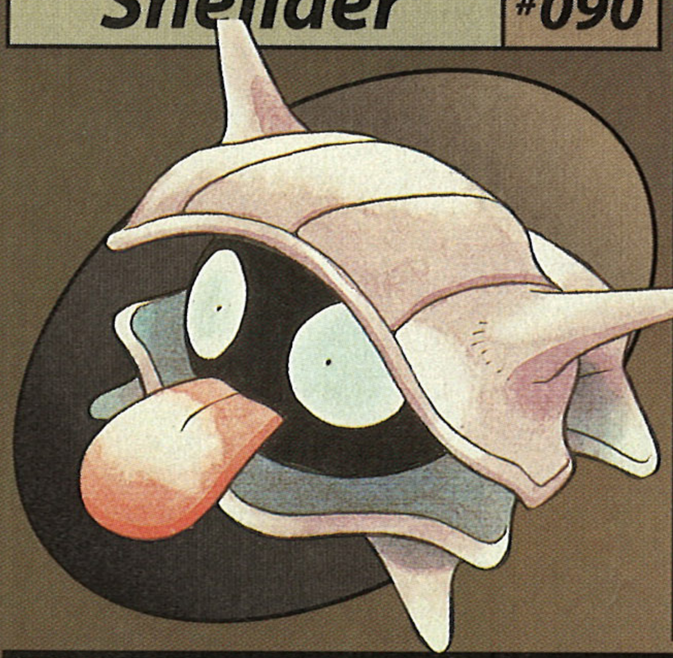


Best of Type: Steel

Steel is a pretty nice type to dabble in, since it grants all sorts of resistances and very few weaknesses. Since most competitive players rely on type-matching, using Steel can throw a monkey wrench into their plans. Steelix may be slower than continental drift, but it's weak only to Fighting and Ground, both of which are fairly rare. This can make Steelix a frustrating surprise for opponents who think they're ready for anything. Skarmory, Forretress and Scizor are all playable as well.



Shellder #090



TYPE 1	TYPE 2
Water	-

HP	190
ATTACK	150
DEFEND	210
SP. ATK.	120
SP. DEF.	80
SPEED	100

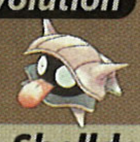
LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Withdraw**	-	-	40
	Water • Raises user's defense			
9	**Supersonic**	-	55	20
	Normal • Confuses opponent			
17	**Aurora Beam**	65	100	20
	Ice • Added Effect: Reduces opponent's Attack (10% success)			
25	**Protect**	-	-	10
	New Normal • Protects from any attack; if used again, success% decreases			
33	**Leer**	-	100	30
	Normal • Reduces opponent's defense			
41	**Clamp**	35	75	10
	Changed Water • Traps and attacks opponent continuously for 2-5 turns			
49	**Ice Beam**	95	100	10
	Ice • Added Effect: Freezes Opponent (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Fish with Good or Super Rod in Route 20, 21, 26, 27, 41, Olivine Harbor, etc.

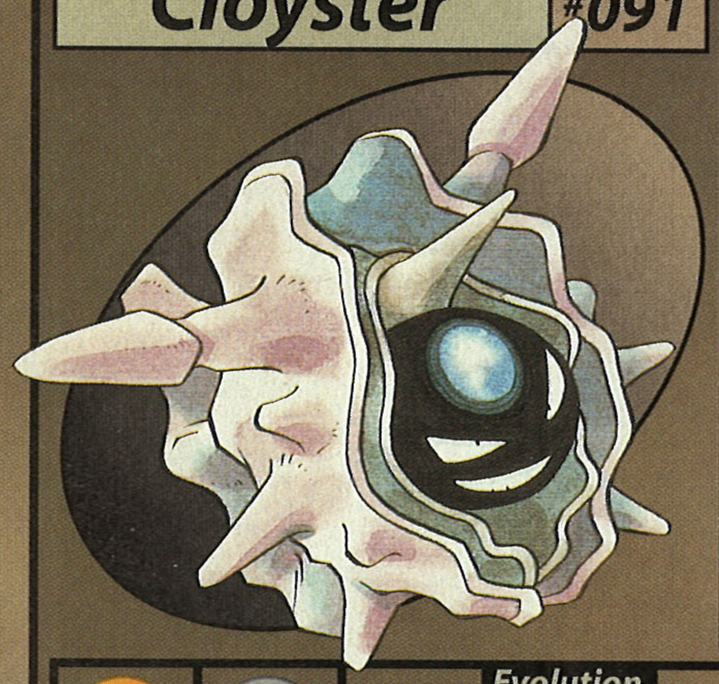
Evolution



Shellder at level 0

Cloyster Water Stone

Cloyster #091



TYPE 1	TYPE 2
Water	Ice

HP	230
ATTACK	200
DEFEND	400
SP. ATK.	200
SP. DEF.	120
SPEED	150

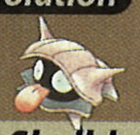
LEVEL	Move	PWR.	ACC.	PP
start	**Withdraw**	-	-	40
	Water • Raises user's defense			
start	**Supersonic**	-	55	20
	Normal • Confuses opponent			
start	**Aurora Beam**	65	100	20
	Ice • Added Effect: Reduces opponent's Attack (10% success)			
start	**Protect**	-	-	10
	New Normal • Protects from any attack; if used again, success% decreases			
41	**Spike Cannon**	20	100	15
	Normal • Attacks 2-5 times in one turn			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Shellder (with Water Stone).

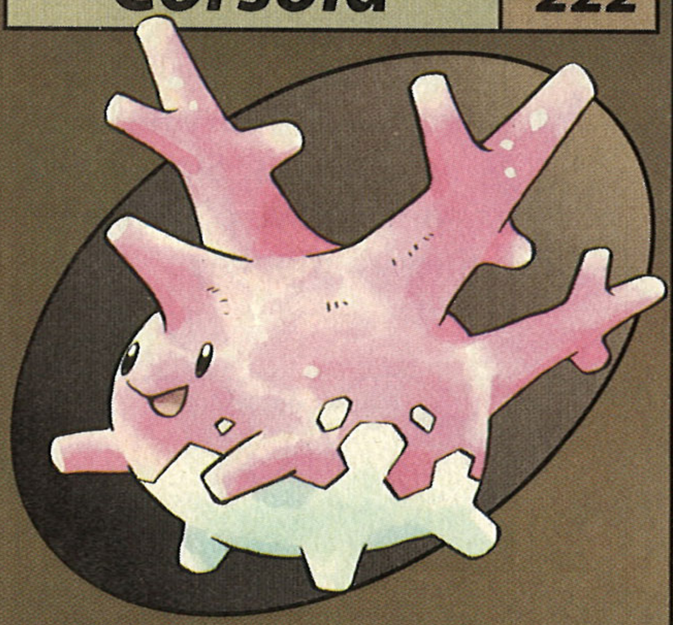
Evolution



Shellder at level 0

Cloyster Water Stone

Corsola #222



TYPE 1	TYPE 2
Water	Rock

HP	240
ATTACK	120
DEFEND	200
SP. ATK.	150
SP. DEF.	190
SPEED	90

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
7	**Harden**	-	-	30
	Normal • Raises user's defense			
13	**Bubble**	40	100	30
	Water • Added Effect: Reduces opponent's Speed (10%)			
19	**Recover**	-	-	20
	Normal • Refills 1/2 of Max HP			
25	**Bubblebeam**	65	100	20
	Water • Added Effect: Reduces opponent's Speed (10%)			
31	**Spike Cannon**	20	100	15
	Normal • Attacks 2-5 times in one turn			
37	**Mirror Coat**	-	100	20
	New Psychic • Attacks 2nd, deals 2X Special damage just received			
43	**Ancient Power**	120	70	10
	New Rock • Added Effect: raises all user's abilities (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

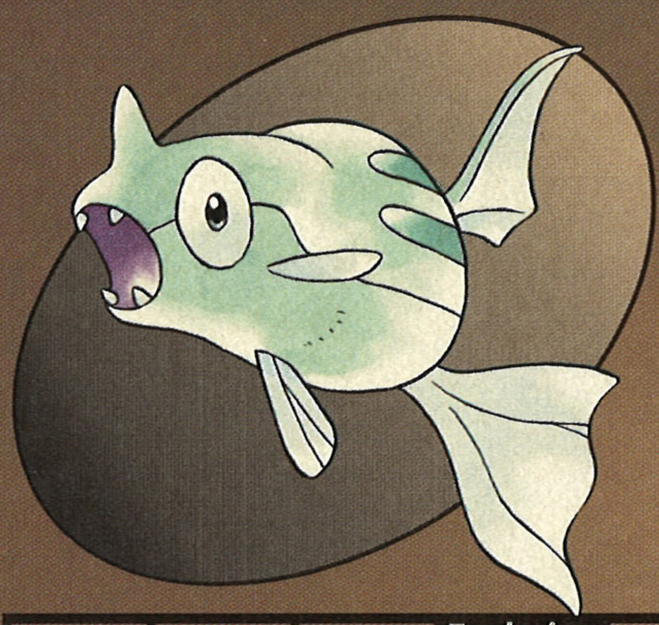
G S

Fish in Route 19, 34, 40, Olivine City, Cianwood Island, etc (morning and day only).

Evolution

Corsola at level 0

Remoraid #223



TYPE 1	TYPE 2
Water	-

HP	200
ATTACK	160
DEFEND	80
SP. ATK.	150
SP. DEF.	90
SPEED	160

LEVEL	Move	PWR.	ACC.	PP
start	**Water Gun**	40	100	25
	Water • No special properties			
11	**Constrict**	-	100	5
	New Normal • User's next attack will always hit			
22	**Psybeam**	65	100	20
	Psychic • Added Effect: Confuses oppt. (10% success)			
22	**Aurora Beam**	65	100	20
	Ice • Added Effect: Reduces oppt.'s Attack (10% success)			
22	**Bubble Beam**	65	100	20
	Water • Added Effect: Reduces oppt.'s Speed (10% success)			
33	**Focus Energy**	-	-	30
	Normal • Next move will likely be a critical hit			
44	**Ice Beam**	95	100	10
	Ice • Added Effect: Freezes opponent (10% success)			
55	**Hyper Beam**	150	90	5
	Normal • User can't do anything on turn after attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
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17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
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21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

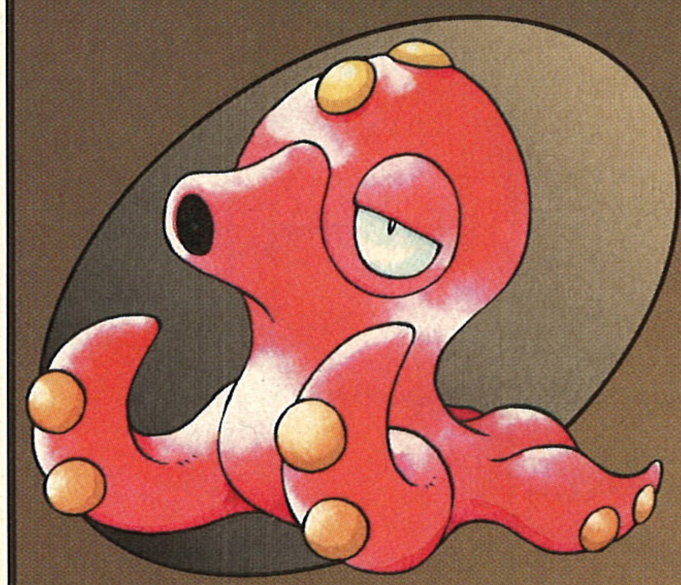
Fish in Route 44 (especially during swarms).

Evolution

Remoraid at level 0

Octillery at level 25

Octillery #224



TYPE 1	TYPE 2
Water	-

HP	270
ATTACK	230
DEFEND	170
SP. ATK.	230
SP. DEF.	170
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Water Gun**	40	100	25
	Water • No special properties			
11	**Constrict**	-	100	5
	New Normal • User's next attack will always hit			
22	**Psybeam**	65	100	20
	Psychic • Added Effect: Confuses oppt. (10% success)			
22	**Aurora Beam**	65	100	20
	Ice • Added Effect: Reduces oppt.'s Attack (10% success)			
22	**Bubble Beam**	65	100	20
	Water • Added Effect: Reduces oppt.'s Speed (10% success)			
25	**Octazooka**	65	85	10
	New Water • Added Effect: Reduces oppt.'s Accuracy (50%)			
38	**Focus Energy**	-	-	30
	Normal • Next move will likely be a critical hit			
54	**Ice Beam**	95	100	10
	Ice • Added Effect: Freezes opponent (10% success)			
70	**Hyper Beam**	150	90	5
	Normal • User can't do anything on turn after attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Remoraid.

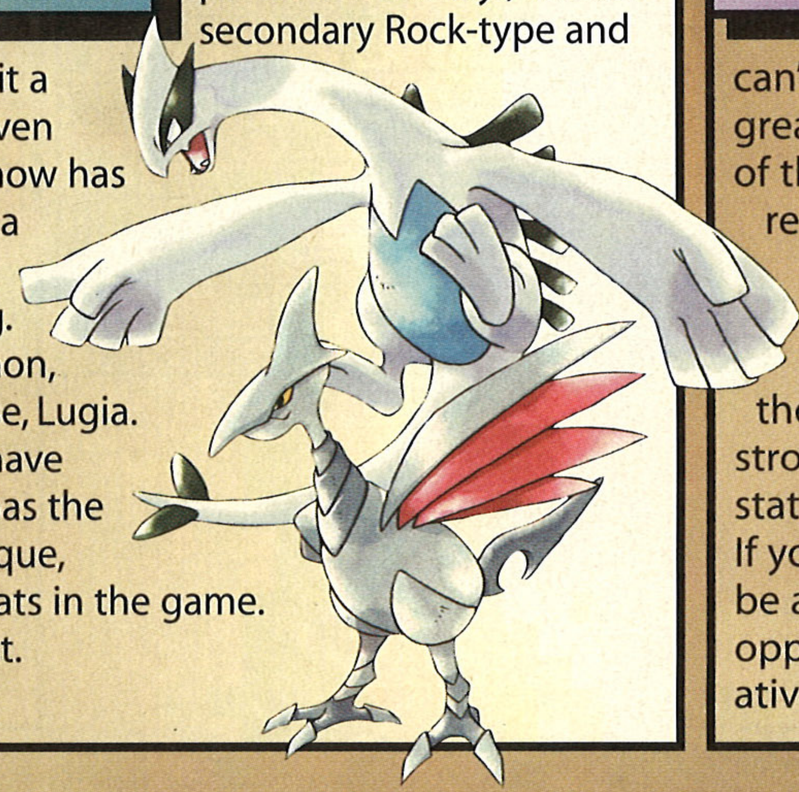
Evolution

Remoraid at level 0

Octillery at level 25

Best of Type: Flying

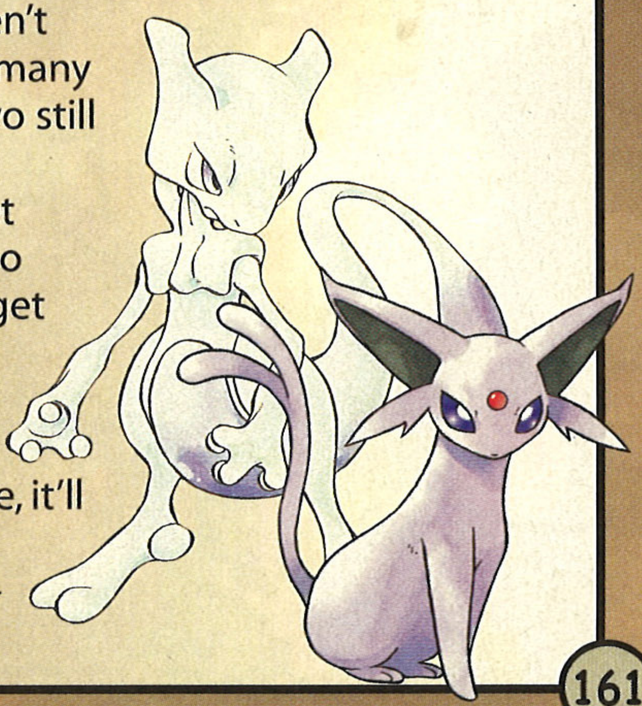
The best Flyers tend to be the ones with a sub-type that rounds out Flying's weaknesses. Last time we picked Aerodactyl, whose secondary Rock-type and phenomenal Speed gave it a fighting chance against even Electric Pokémon. Silver now has half-Steel Skarmony, with a type mix that is good against almost everything. They're both great Pokémon, but the champ is, of course, Lugia. Flying and Psychic don't have great synergy, but Lugia has the game's best Flying technique, Aeroblast, and the best stats in the game. It's hard to argue with that.



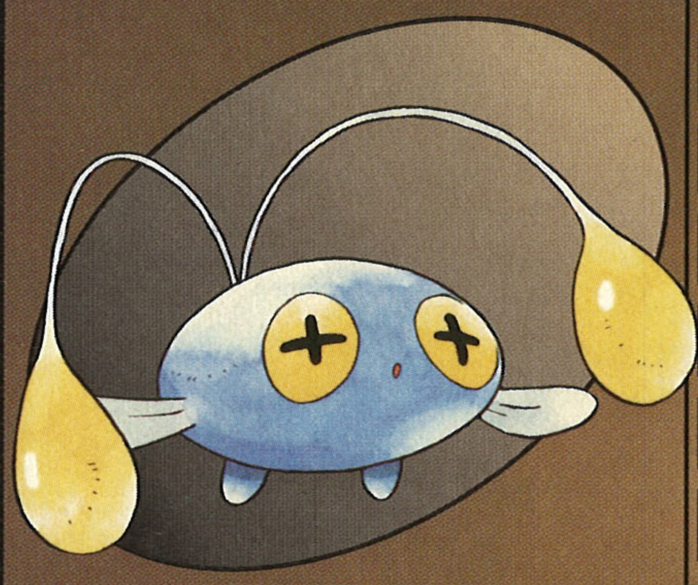
Best of Type: Psychic

Lugia's a contender here too, but Mewtwo's focus on a single type and its through-the-roof Special Attack make it the champ. Yeah, Psychics can't hurt Dark-types and aren't great against Steel, but how many of those do you see? Mewtwo still reigns supreme.

Of course, you can't get Mewtwo in Gold/Silver, so newcomers will want to get their hands on Espeon, a strong #2 with much lower stats, but a few neat tricks. If you let it learn Bite as Eevee, it'll be able to take down your opponent's Psychics with relative ease. Even Mewtwo!



Chinchou #170



TYPE 1	TYPE 2
Water	Electric

HP	280
ATTACK	100
DEFEND	100
SP. ATK.	140
SP. DEF.	140
SPEED	160

G S

Fish in Route 20, 21, 26, 27, 41, Olivine City, Cianwood Island, etc.

Evolution

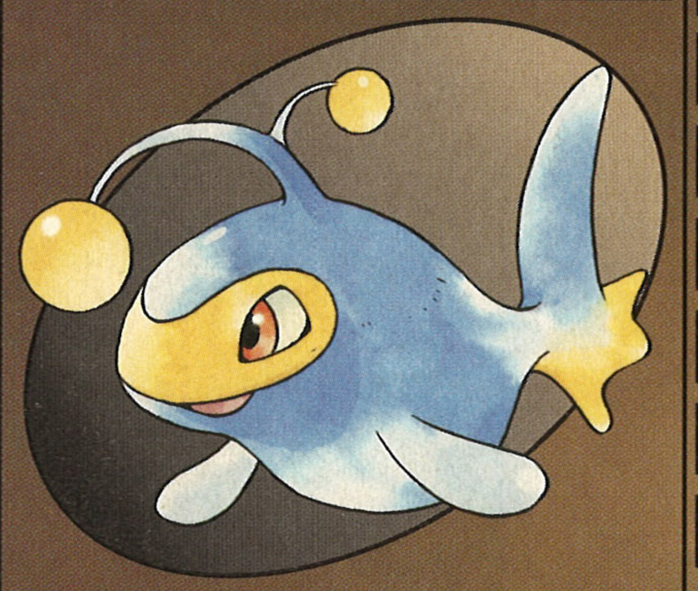
Chinchou at level 0

Lanturn at level 27

LEVEL	Move	PWR.	ACC.	PP
start	Bubble	20	100	30
	Water • Added Effect: Reduces opponent's Speed (10% success)			
start	Thunderwave	-	100	20
	Electric • Paralyzes opponent			
5	Supersonic	-	55	20
	Normal • Confuses opponent			
13	Flail	-	100	15
	New Normal • Gains HP based on how little HP user has			
17	Water Gun	40	100	25
	Water • No special properties			
25	Spark	65	100	20
	New Electric • Added Effect: Paralyzes oppt. (30% success)			
29	Confuse Ray	-	100	10
	Ghost • Confuses opponent			
37	Take Down	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
41	Hydro Pump	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Lanturn #171



TYPE 1	TYPE 2
Water	Electric

HP	380
ATTACK	140
DEFEND	140
SP. ATK.	160
SP. DEF.	160
SPEED	150

G S

Evolve from Chinchou or fish in Route 20, 21, 26, 27, 41, Olivine City, etc.

Evolution

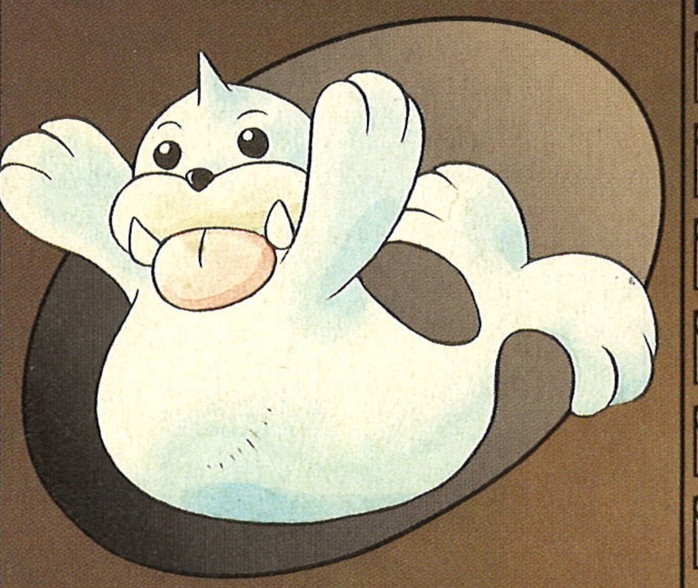
Chinchou at level 0

Lanturn at level 27

LEVEL	Move	PWR.	ACC.	PP
start	Bubble	20	100	30
	Water • Added Effect: Reduces opponent's Speed (10% success)			
start	Thunderwave	-	100	20
	Electric • Paralyzes opponent			
5	Supersonic	-	55	20
	Normal • Confuses opponent			
13	Flail	-	100	15
	New Normal • Gains HP based on how little HP user has			
17	Water Gun	40	100	25
	Water • No special properties			
25	Spark	65	100	20
	New Electric • Added Effect: Paralyzes oppt. (30% success)			
33	Confuse Ray	-	100	10
	Ghost • Confuses opponent			
45	Take Down	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
53	Hydro Pump	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Seel #086



TYPE 1	TYPE 2
Water	-

HP	250
ATTACK	100
DEFEND	150
SP. ATK.	110
SP. DEF.	160
SPEED	100

G S

Catch in Whirl Islands.

Evolution

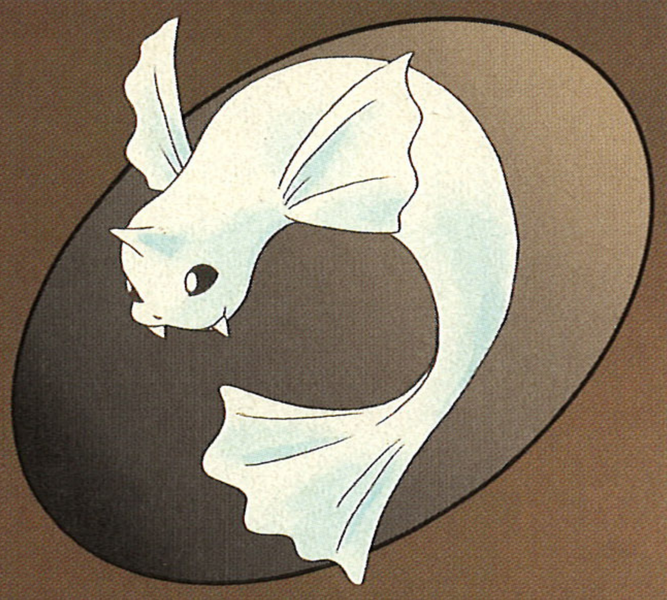
Seel at level 0

Dewgong at level 34

LEVEL	Move	PWR.	ACC.	PP
start	Headbutt	70	100	15
	Normal • Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees			
5	Growl	-	100	40
	Normal • Reduces opponent's Attack			
16	Aurora Beam	65	100	20
	Ice • Added Effect: Reduces oppt.'s Attack (10% success)			
21	Rest	-	-	10
	Psychic • Recovers HP completely; user Sleeps for next 2 turns			
32	Take Down	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
37	Ice Beam	95	100	10
	Ice • Added Effect: Freezes opponent (10% success)			
48	Safeguard	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Dewgong #087



TYPE 1	TYPE 2
Water	Ice

HP	320
ATTACK	180
DEFEND	190
SP. ATK.	180
SP. DEF.	230
SPEED	160

LEVEL	Move	PWR.	ACC.	PP
start	**Headbutt**	70	100	15
	Normal • Added Effect:Oppt. Flinches (30%)/Field: Knock Pokémon from trees			
5	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
16	**Aurora Beam**	65	100	20
	Ice • Added Effect: Reduces oppt.'s Attack (10% success)			
21	**Rest**	-	-	10
	Psychic • Recovers HP completely; user Sleeps for next 2 turns			
32	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
43	**Ice Beam**	95	100	10
	Ice • Added Effect: Freezes opponent (10% success)			
60	**Safeguard**	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

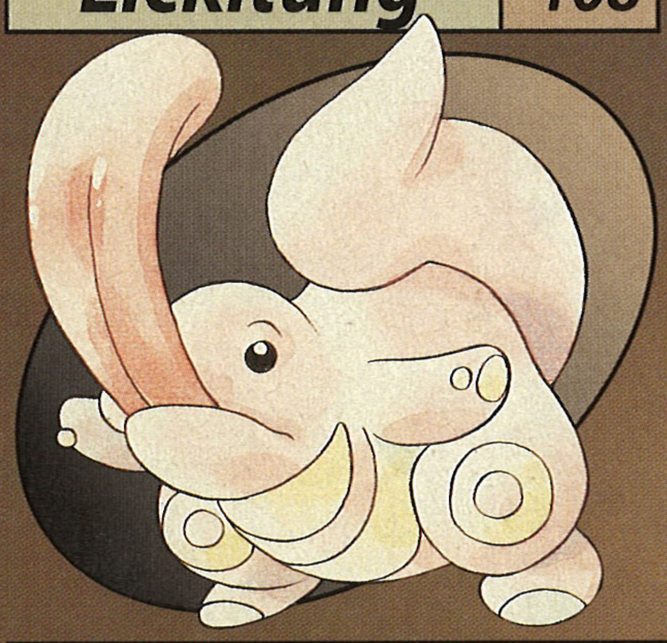
Evolve from Seel.

Evolution

Seel at level 0

Dewgong at level 34

Lickitung #108



TYPE 1	TYPE 2
Normal	-

HP	290
ATTACK	120
DEFEND	180
SP. ATK.	150
SP. DEF.	180
SPEED	70

LEVEL	Move	PWR.	ACC.	PP
start	**Lick**	20	100	30
	Ghost • Added Effect: Paralyzes opponent (30% success)			
7	**Supersonic**	-	55	20
	Normal • Confuses opponent			
13	**Defense Curl**	-	-	40
	Normal • Raises Defense			
19	**Stomp**	65	100	20
	Normal • Added Effect: Opponent Flinches (30% success)			
25	**Wrap**	15	85	20
	Changed Normal • Traps and attacks opponent continuously for 2-5 turns			
31	**Disable**	-	55	20
	Changed Normal •Disable opponent's last used move for a few turns			
37	**Slam**	80	75	20
	Normal • No special properties			
43	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

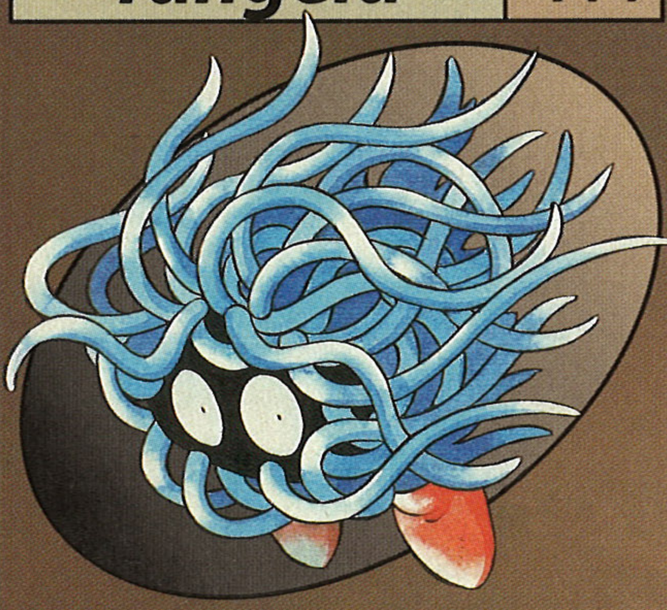
G S

Catch in Route 44.

Evolution

Lickitung at level 0

Tangela #114



TYPE 1	TYPE 2
Grass	-

HP	250
ATTACK	140
DEFEND	250
SP. ATK.	210
SP. DEF.	90
SPEED	150

LEVEL	Move	PWR.	ACC.	PP
start	**Rage**	20	100	20
	Normal • If used continuously,Power grows as user is damaged			
4	**Sleep Powder**	-	75	15
	Grass • Puts opponent to Sleep			
10	**Absorb**	20	100	20
	Grass •Refills HP by half of damage dealt to opponent			
13	**Poisonpowder**	-	75	35
	Poison • Opponent becomes Poisoned			
19	**Vine Whip**	35	100	10
	Grass • No special properties			
25	**Bind**	15	75	20
	Changed Normal • Traps and attacks opponent continuously for 2-5 turns			
31	**Mega Drain**	40	100	10
	Grass •Refills HP by half of damage dealt to opponent			
34	**Stun Spore**	-	75	30
	Grass • Paralyzes opponent			
40	**Slam**	80	75	20
	Normal • No special properties			
46	**Growth**	-	-	40
	Normal • Raises user's Special Attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

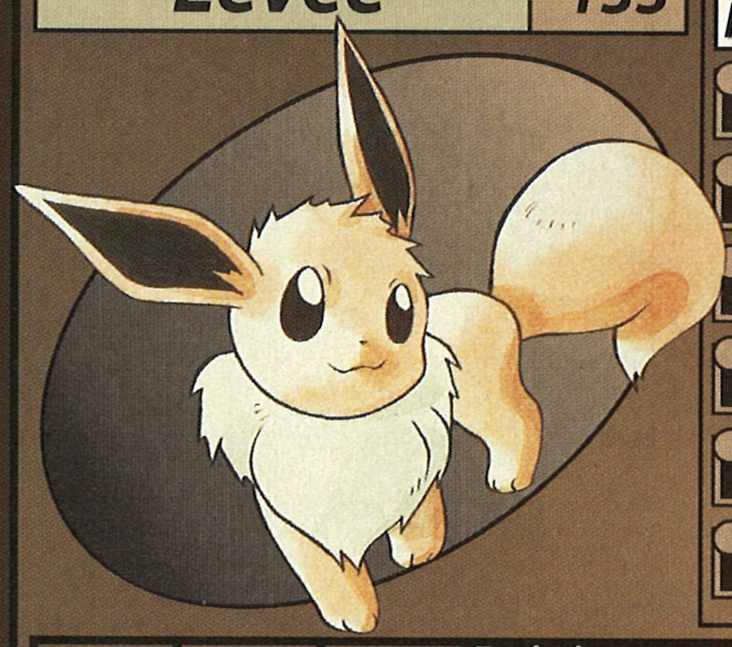
G S

Catch in Route 21, 28, 44, and Mt. Silver.

Evolution

Tangela at level 0

Eevee #133



TYPE 1	TYPE 2
Normal	-

HP	250
ATTACK	120
DEFEND	110
SP. ATK.	110
SP. DEF.	150
SPEED	120

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Sand-Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
16	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
23	**Quick Attack**	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
30	**Bite**	-	-	30
	New Type Dark • Added Effect: Opponent Flinches (30% success)			
36	**Focus Energy**	-	-	30
	Normal • Next move will likely be a critical hit			
42	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Receive from Bill (page 42), win at Celadon Game Corner.

Evolution

Vaporeon — Water Stone	Flareon — Fire Stone	Umbreon — Tameness+Day time
Eevee — at level 0	Jolteon — Thunder Stone	Espeon — Tameness+Night time

Vaporeon #134

TYPE 1	TYPE 2
Water	-

HP	380
ATTACK	160
DEFEND	150
SP. ATK.	240
SP. DEF.	210
SPEED	160

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Sand Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
16	**Water Gun**	40	100	25
	Water • No special properties			
23	**Quick Attack**	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
30	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30% success)			
36	**Aurora Beam**	65	100	20
	Ice • Added Effect: Reduces opponent's Attack (10% success)			
42	**Haze**	-	-	30
	Ice • Cures all status conditions of user and opponent			
47	**Acid Armor**			
	Normal • Greatly raises user's Defense			
52	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

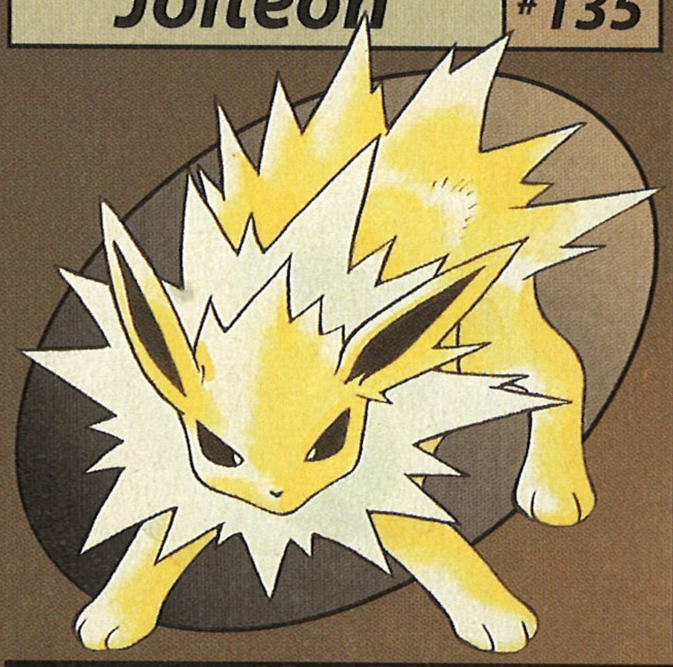
G S

Evolve from Eevee (with Water Stone).

Evolution

Eevee — at level 0	Vaporeon — Water Stone

Jolteon #135



TYPE 1	TYPE 2
Electric	-

HP	260
ATTACK	150
DEFEND	140
SP. ATK.	230
SP. DEF.	200
SPEED	270

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Sand Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
16	**Thundershock**	40	100	30
	Electric • Added Effect: Paralyzes opponent (10% success)			
23	**Quick Attack**	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
30	**Double Kick**	30	100	30
	Fighting • Attacks twice in one turn			
36	**Pin Missile**	14	85	20
	Bug • Attacks 2-5 times in one turn			
42	**Thunder Wave**	-	100	20
	Electric • Paralyzes opponent			
47	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
52	**Thunder**	120	70	10
	Electric • Added Effect: Paralyzes opponent (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

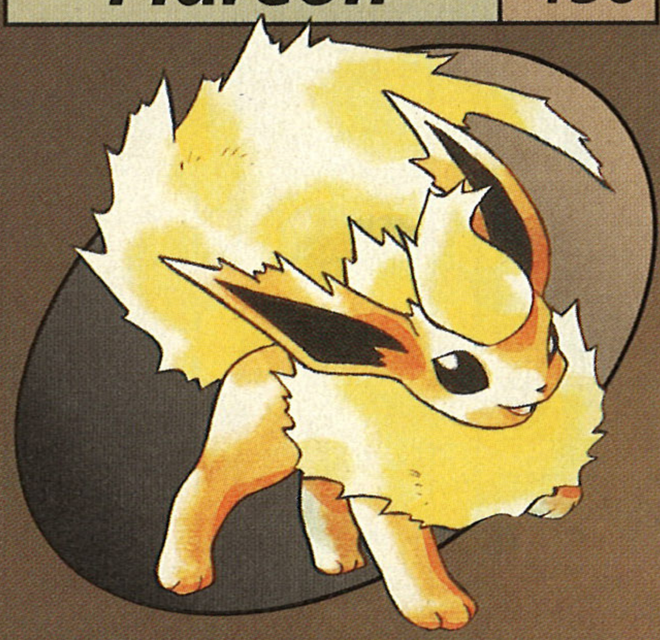
G S

Evolve from Eevee (with Thunder Stone).

Evolution

Eevee — at level 0	Jolteon — Thunder Stone

Flareon #136



TYPE 1	TYPE 2
Fire	-

HP	260
ATTACK	280
DEFEND	140
SP. ATK.	220
SP. DEF.	250
SPEED	140

G S

Evolve from Eevee (with Fire Stone).

Evolution

Eevee — at level 0

Flareon — Fire Stone

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Sand Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
16	**Ember**	40	100	25
	Fire • Added Effect: Burns opponent (10% success)			
23	**Quick Attack**	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
30	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30% success)			
36	**Fire Spin**	15	70	15
	Changed Fire • Traps and attacks opponent continuously for 2-5 turns			
42	**Smog**	20	70	20
	Poison • Added Effect: Poisons opponent (10% success)			
47	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
52	**Flamethrower**	95	100	15
	Fire • Added Effect: Burns opponent (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Espeon #196

TYPE 1	TYPE 2
Psychic	-

HP	260
ATTACK	150
DEFEND	140
SP. ATK.	280
SP. DEF.	210
SPEED	240

G S

Evolve from Eevee (by tameness, during morning or day).

Evolution

Eevee — at level 0

Espeon — Tameness+Morning

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Sand Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
16	**Confusion**	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
23	**Quick Attack**	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
30	**Swift**	60	-	20
	Normal • Always hits (except during opponent's Dig, Fly, etc.)			
36	**Psybeam**	65	100	20
	Psychic • Added Effect: Confuses opponent (10% success)			
42	**Psych Up**	-	-	10
	New Psychic • Oppt.'s moves with beneficial effects also affect your Pokémon			
47	**Psychic**	90	100	10
	Psychic • Added Effect: Reduces opponent's Special Defense (10% success)			
52	**Morning Sun**	-	-	5
	New Normal • Refills HP. Efficacy changes based on time of day			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Umbreon #197

TYPE 1	TYPE 2
Dark	-

HP	320
ATTACK	150
DEFEND	240
SP. ATK.	150
SP. DEF.	290
SPEED	140

G S

Evolve from Eevee (by tameness, during night).

Evolution

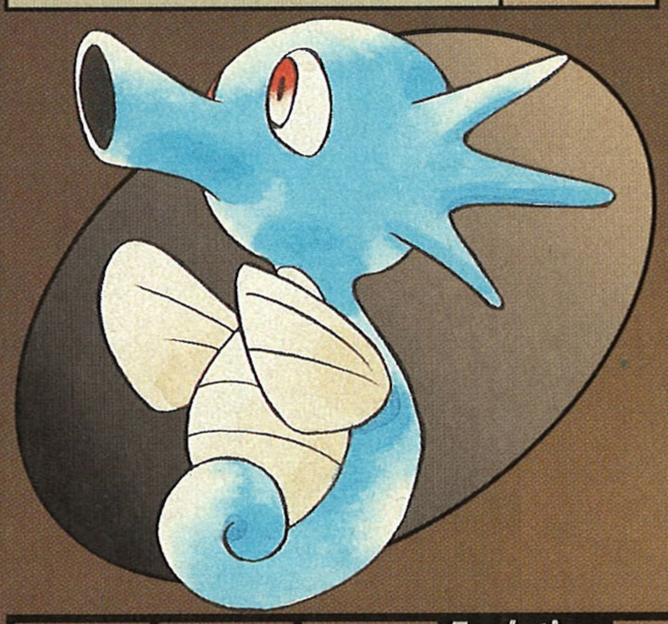
Eevee — at level 0

Umbreon — Tameness + Nighttime

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Sand-Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
16	**Pursuit**	40	100	20
	New Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage			
23	**Quick Attack**	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
30	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
36	**Faint Attack**	60	-	20
	New Dark • Always hits (even during opponent's Dig, Fly, etc.)			
42	**Mean Look**	-	100	5
	New Normal • Opponent can't escape while user is in battle			
47	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
52	**Moonlight**	-	-	5
	New Normal • Refills HP. Efficacy changes based on time of day			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Horsea #116



TYPE 1	TYPE 2
Water	-

HP	180
ATTACK	90
DEFEND	90
SP. ATK.	210
SP. DEF.	80
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Bubble**	20	100	30
	Water • Added Effect: Reduces oppt.'s Speed (10%)			
8	**Smokescreen**	-	100	20
	Normal • Reduces opponent's Accuracy			
15	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
22	**Water Gun**	40	100	25
	Water • No special properties			
29	**Twister**	40	100	20
	New Dragon • Added Effect: Oppt. Flinches (20%)			
36	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
43	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Fish/Swim in Whirl Islands.

Evolution

Horsea	Seadra	Kingdra
at level 0	at level 32	Dragon Scl+Trade

Seadra #117

TYPE 1	TYPE 2
Water	-

HP	270
ATTACK	130
DEFEND	130
SP. ATK.	180
SP. DEF.	140
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Bubble**	20	100	30
	Water • Added Effect: Reduces oppt.'s Speed (10%)			
8	**Smokescreen**	-	100	20
	Normal • Reduces opponent's Accuracy			
15	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
22	**Water Gun**	40	100	25
	Water • No special properties			
29	**Twister**	40	100	20
	New Dragon • Added Effect: Oppt. Flinches (20%)			
40	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
51	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

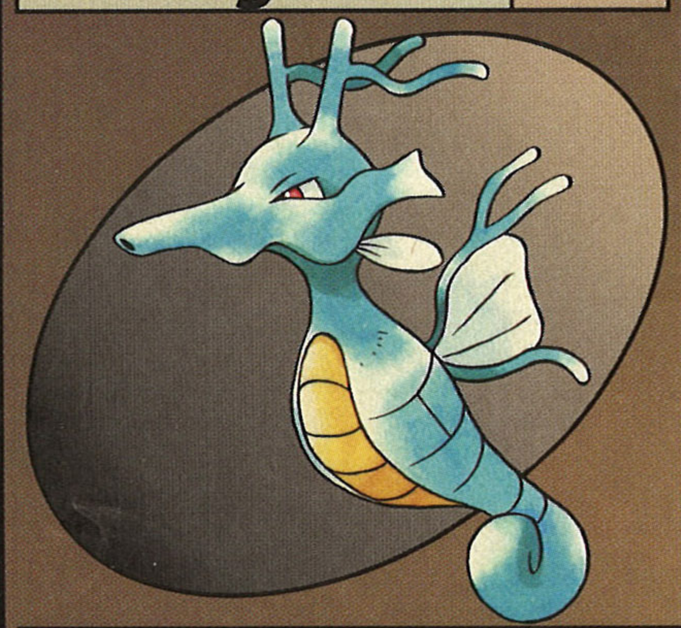
G S

Evolve from Horsea or fish (with Super Rod) or swim in Whirl Islands.

Evolution

Horsea	Seadra	Kingdra
at level 0	at level 32	Dragon Scl+Trade

Kingdra #230



TYPE 1	TYPE 2
Water	Dragon

HP	300
ATTACK	160
DEFEND	160
SP. ATK.	250
SP. DEF.	200
SPEED	130

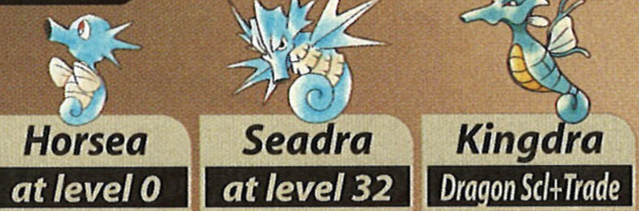
LEVEL	Move	PWR.	ACC.	PP
start	**Bubble**	20	100	30
	Water • Added Effect: Reduces oppt.'s Speed (10%)			
8	**Smokescreen**	-	100	20
	Normal • Reduces opponent's Accuracy			
15	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
22	**Water Gun**	40	100	25
	Water • No special properties			
29	**Twister**	40	100	20
	New Dragon • Added Effect: Oppt. Flinches (20%)			
40	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
51	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Seadra (by trading with Dragon Scale).

Evolution



Horsea	Seadra	Kingdra
at level 0	at level 32	Dragon Scl+Trade

Gligar #207

TYPE 1	TYPE 2
Ground	Flying

HP	240
ATTACK	110
DEFEND	120
SP. ATK.	70
SP. DEF.	70
SPEED	150

LEVEL	Move	PWR.	ACC.	PP
start	**Poison Sting**	15	100	35
	Poison • Added Effect: Poisons oppt. (30% success)			
6	**Sand-Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
13	**Harden**	-	-	30
	Normal • Raises user's Defense			
20	**Quick Attack**	40	100	30
	Normal • Always hits before oppt., regardless of Speed			
28	**Faint Attack**	60	-	20
	New Dark • Always hits (even during oppt.'s Dig, Fly, etc.)			
36	**Slash**	70	100	15
	Normal • Likely to become a critical hit			
44	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
52	**Guillotine**	-	30	5
	Normal • If it hits, opponent Faints			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G

Catch in Route 45 (Gold only).

Evolution

Gligar at level 0

Delibird #225

TYPE 1	TYPE 2
Ice	Flying

HP	310
ATTACK	190
DEFEND	190
SP. ATK.	160
SP. DEF.	160
SPEED	90

LEVEL	Move	PWR.	ACC.	PP
start	**Present**	40	100	25
	New Normal • Randomly deals 40, 80, or 120 damage, or refills 80 HP			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

S

Catch in Ice Cave (Silver only).

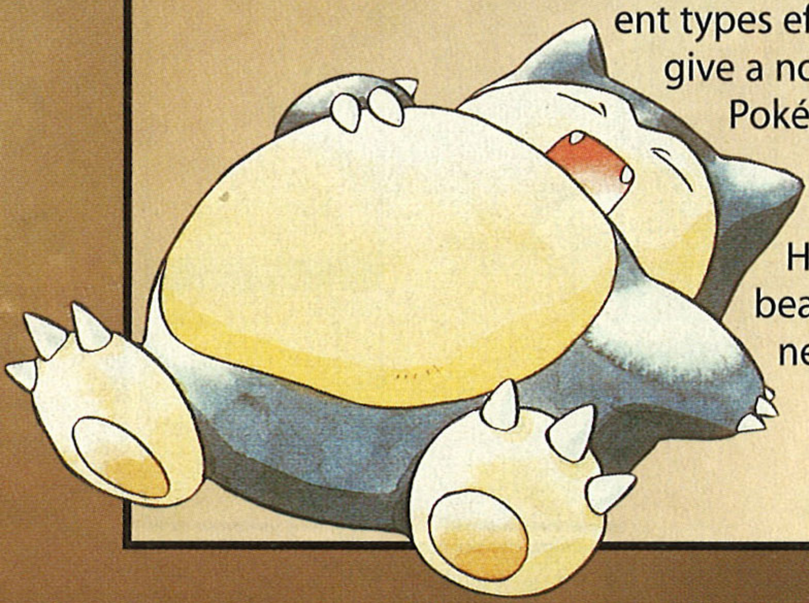
Evolution

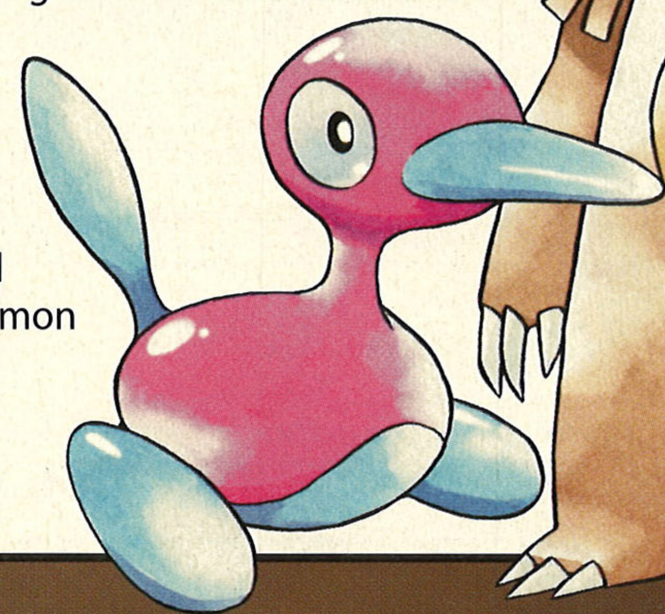
Delibird at level 0

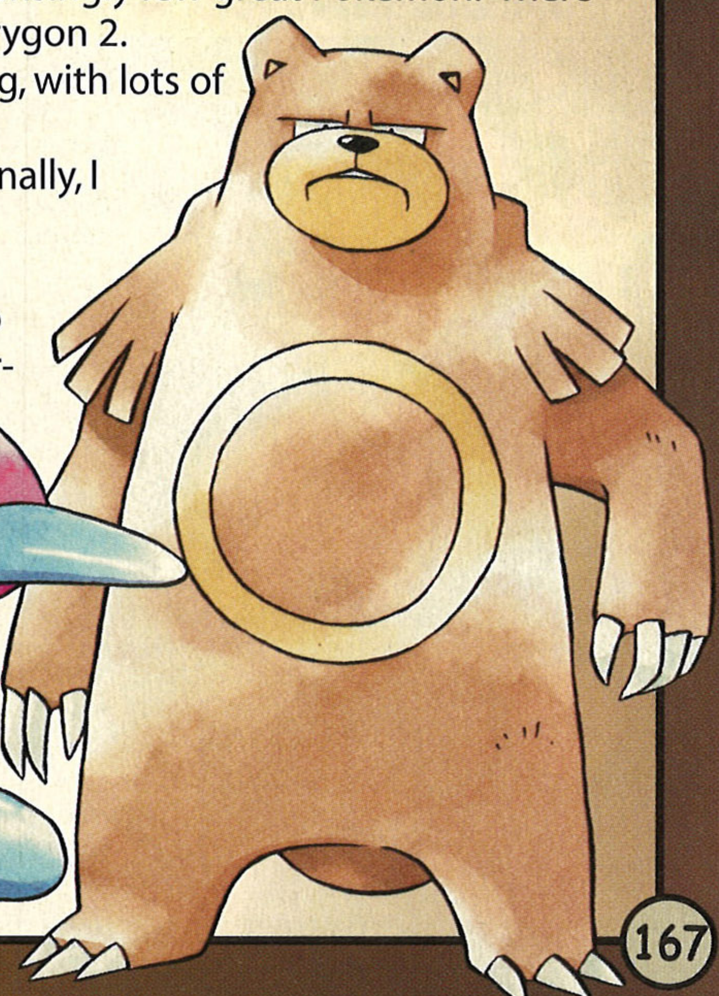
Best of Type: Normal

Normal is the largest type in the game, but is home to surprisingly few great Pokémon. There are two solid new Normals in Gold/Silver: Ursaring and Porygon 2. There isn't much nuance to Ursaring: It's just big and strong, with lots of strong Normal attacks. This is the role Tauros played in Red/Blue/Yellow, and it's hard to say which is better. Personally, I think Tauros is a bit better, but Ursaring's just cooler.

Porygon 2 is different. It has good stats, including the highest Special Attack of any normal Pokémon. It uses this for powerful attacks like Psybeam and Zap Cannon, and with the ability to learn several TM's, Porygon 2 can be a versatile battler capable of using different attacks of different types effectively. Finally, we have to give a nod to Snorlax, a strong Pokémon who has a ton of cool new moves. Rest and Snore make a nice combo, and Hyper Beam provides the solid beating that this defensive Pokémon needs to finish the job.







Swinub #220

TYPE 1	TYPE 2
Ice	Ground

HP	230
ATTACK	120
DEFEND	100
SP. ATK.	80
SP. DEF.	80
SPEED	110

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
10	**Powder Snow**	40	100	25
	New Ice • Added Effect: Freezes opponent (10% success)			
19	**Endure**	-	-	10
	New Normal • User survives with 1 HP. If used again, success % decreases			
28	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
37	**Mist**	-	-	30
	Ice • Protects from all moves that lower Pokémon abilities			
46	**Blizzard**	120	70	5
	Ice • Added Effect: Freezes opponent (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Catch in Ice Cave.

Evolution

Swinub at level 0 → Piloswine at level 33

Piloswine #221

TYPE 1	TYPE 2
Ice	Ground

HP	320
ATTACK	210
DEFEND	180
SP. ATK.	150
SP. DEF.	150
SPEED	120

LEVEL	Move	PWR.	ACC.	PP
start	**Horn Attack**	60	100	35
	Normal • No special properties			
10	**Powder Snow**	40	100	25
	New Ice • Added Effect: Freezes opponent (10% success)			
19	**Endure**	-	-	10
	New Normal • User survives with 1 HP. If used again, success % decreases			
28	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
33	**Fury Attack**	15	85	20
	Normal • Attacks 2-5 times in one turn			
42	**Mist**	-	-	30
	Ice • Protects from all moves that lower Pokémon abilities			
56	**Blizzard**	120	70	5
	Ice • Added Effect: Freezes opponent (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

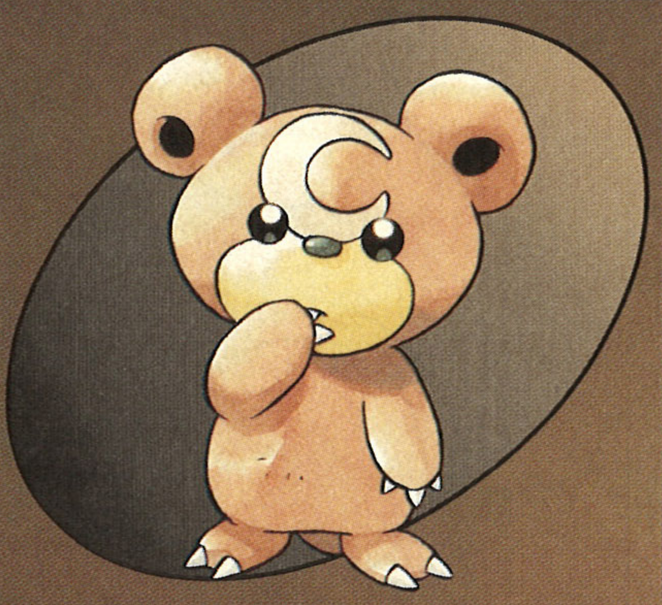
G S

Evolve from Swinub.

Evolution

Swinub at level 0 → Piloswine at level 33

Teddiursa #216



TYPE 1	TYPE 2
Normal	-

HP	240
ATTACK	180
DEFEND	120
SP. ATK.	130
SP. DEF.	130
SPEED	100

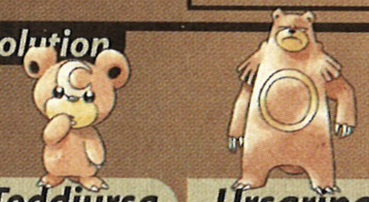
LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Lick**	20	100	30
	Ghost • Added Effect: Paralyzes opponent (30% success)			
15	**Fury Swipes**	15	85	15
	Normal • Attacks 2-5 times in one turn			
22	**Faint Attack**	60	-	20
	New Dark • Always hits (even during oppt.'s Dig, Fly, etc.)			
29	**Rest**	-	-	10
	Psychic • Recovers HP completely; user Sleeps for next two turns			
36	**Slash**	70	100	15
	Normal • Likely to become a critical hit			
43	**Snore**	40	100	15
	New Normal • Added Effect: Oppt. Flinches (30%)/. Use only while Asleep			
50	**Thrash**	90	100	20
	Normal • Attacks 2-3 turns in a row, then user becomes Confused			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G

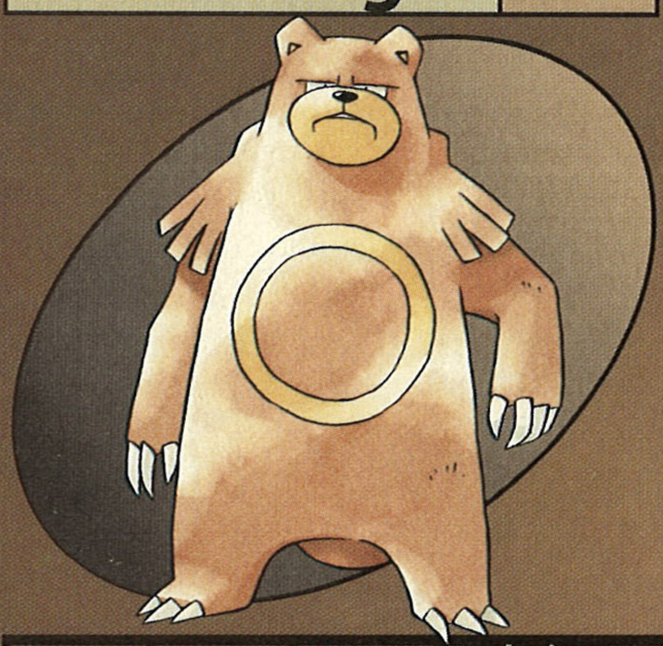
Catch in Route 45 (Gold only).

Evolution



Teddiursa at level 0 → Ursaring at level 30

Ursaring #217



TYPE 1	TYPE 2
Normal	-

HP	300
ATTACK	220
DEFEND	170
SP. ATK.	170
SP. DEF.	170
SPEED	140

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Lick**	20	100	30
	Ghost • Added Effect: Paralyzes opponent (30% success)			
15	**Fury Swipes**	60	-	20
	Normal • Attacks 2-5 times in one turn			
22	**Faint Attack**	100	100	10
	Ground • No special properties			
29	**Rest**	-	-	10
	Psychic • Recovers HP completely; user Sleeps for next two turns			
39	**Slash**	70	100	15
	Normal • Likely to become a critical hit			
49	**Snore**	40	100	15
	New Normal • Added Effect: Oppt. Flinches (30%)/. Use only while Asleep			
59	**Thrash**	90	100	20
	Normal • Attacks 2-3 turns in a row, then user becomes Confused			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

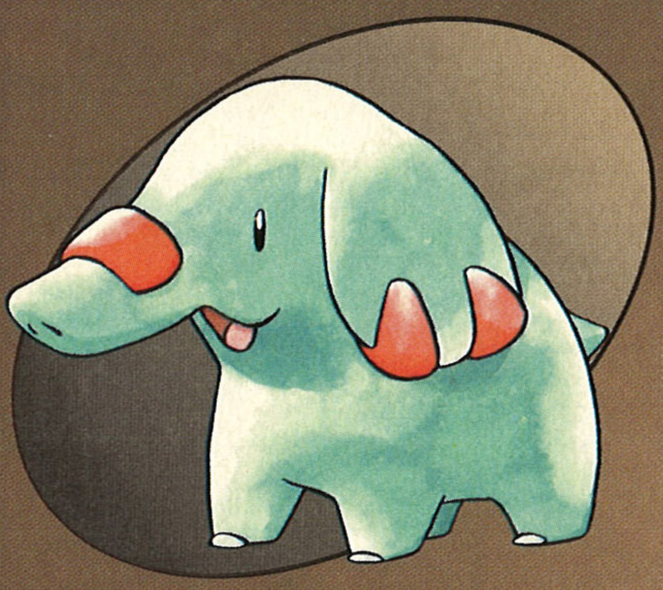
Evolve from Teddiursa or catch in Route 28, Victory Road, Mt. Silver. (Gold only)

Evolution

Teddiursa at level 0

Ursaring at level 30

Phanpy #231



TYPE 1	TYPE 2
Ground	-

HP	300
ATTACK	150
DEFEND	150
SP. ATK.	90
SP. DEF.	90
SPEED	100

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
9	**Defense Curl**	-	-	40
	Normal • Raises Defense			
17	**Flail**	-	100	15
	New Normal • Gains Power based on HP user has			
25	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
33	**Rollout**	30	90	20
	New Rock • Attacks for 5 turns. Power increases each turn until misses			
41	**Endure**	-	-	10
	New Normal • User survives with 1 HP. If used again, success % decreases			
49	**Double-Edge**	120	100	15
	Powered Up Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

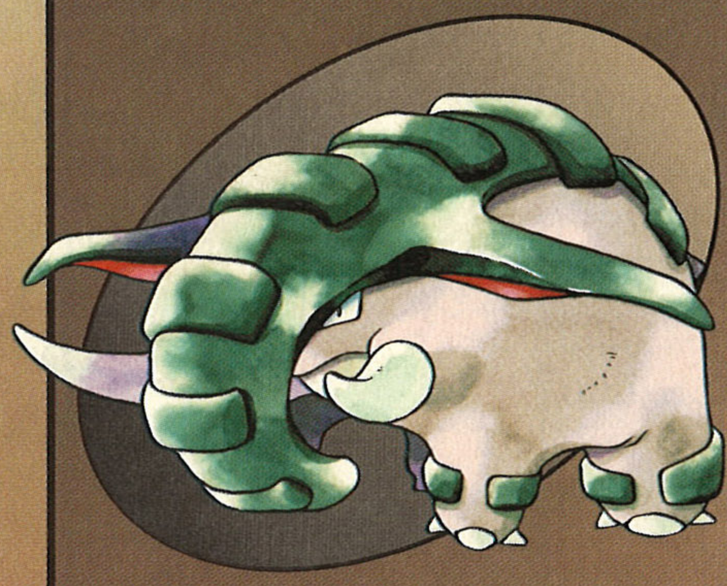
Catch in Route 45.

Evolution

Phanpy at level 0

Donphan at level 25

Donphan #232



TYPE 1	TYPE 2
Ground	-

HP	300
ATTACK	260
DEFEND	260
SP. ATK.	140
SP. DEF.	140
SPEED	120

LEVEL	Move	PWR.	ACC.	PP
start	**Horn Attack**	65	100	35
	Normal • No special properties			
start	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
9	**Defense Curl**	-	-	40
	Normal • Raises Defense			
17	**Flail**	-	100	15
	New Normal • Gains Power based on HP user has			
25	**Fury Attack**	15	85	20
	Normal • Attacks 2-5 times in one turn			
33	**Rollout**	30	90	20
	New Rock • Attacks for 5 turns. Power increases each turn until misses			
41	**Rapid Spin**	20	100	40
	New Normal • Escapes from continuous moves like Bind and Leech Seed			
49	**Earthquake**	100	100	10
	Ground • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

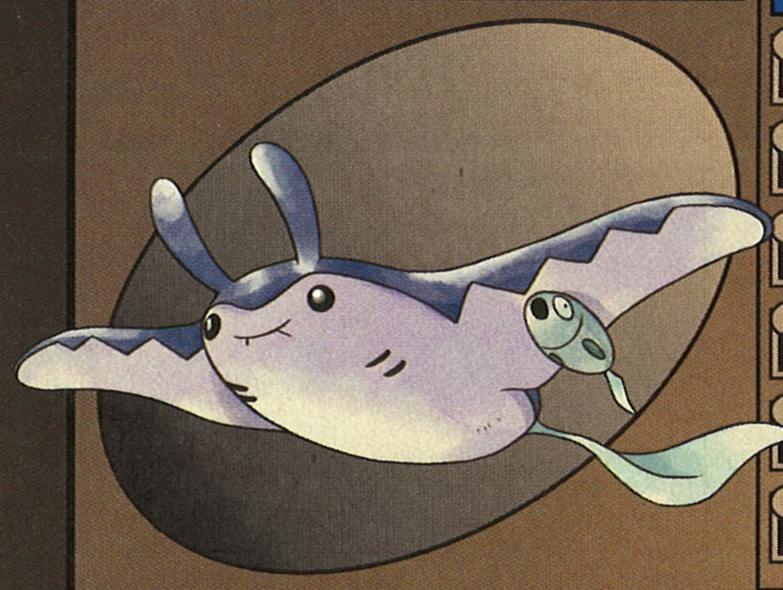
Evolve from Phanpy or catch in Route 28, Victory Road, Mt. Silver.

Evolution

Phanpy at level 0

Donphan at level 25

Mantine #226



TYPE 1	TYPE 2
Water	Flying

HP	260
ATTACK	100
DEFEND	170
SP. ATK.	180
SP. DEF.	300
SPEED	170

LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Bubble**	20	100	30
	Water • Added Effect: Reduces oppt.'s Speed (10% success)			
10	**Supersonic**	-	55	20
	Normal • Confuses opponent			
18	**Bubblebeam**	65	100	20
	Water • Added Effect: Reduces oppt.'s Speed (10% success)			
25	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
32	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
40	**Wing Attack**	60	100	35
	Powered Up Flying • No special properties			
49	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

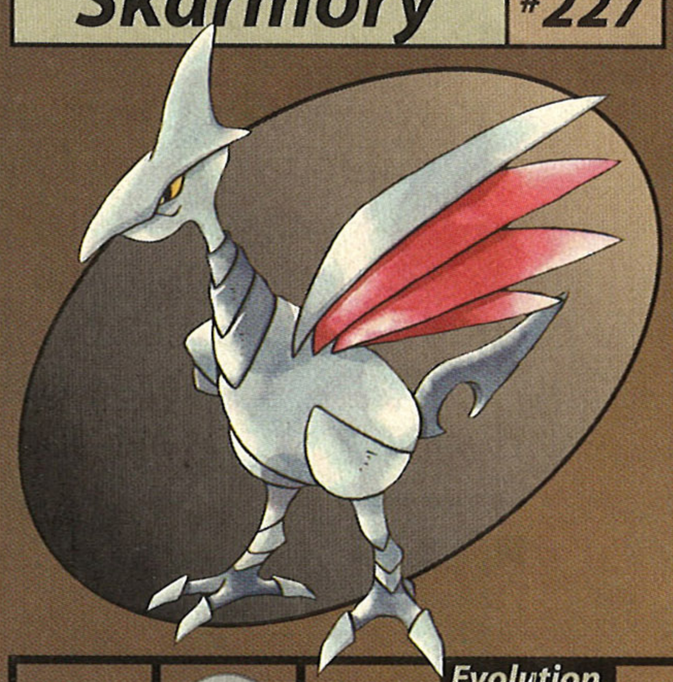
G

Surf in Route 41 (Gold only).

Evolution

Mantine at level 0

Skarmory #227



TYPE 1	TYPE 2
Steel	Flying

HP	250
ATTACK	180
DEFEND	290
SP. ATK.	110
SP. DEF.	170
SPEED	160

LEVEL	Move	PWR.	ACC.	PP
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
start	**Peck**	35	100	35
	Flying • No special properties			
13	**Sand-Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
19	**Swift**	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			
25	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
37	**Fury Attack**	15	85	20
	Psychic • Attacks 2-5 times in one turn			
49	**Steel Wing**	70	90	25
	New Steel • Added Effect: Raises user's Defense (10%)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

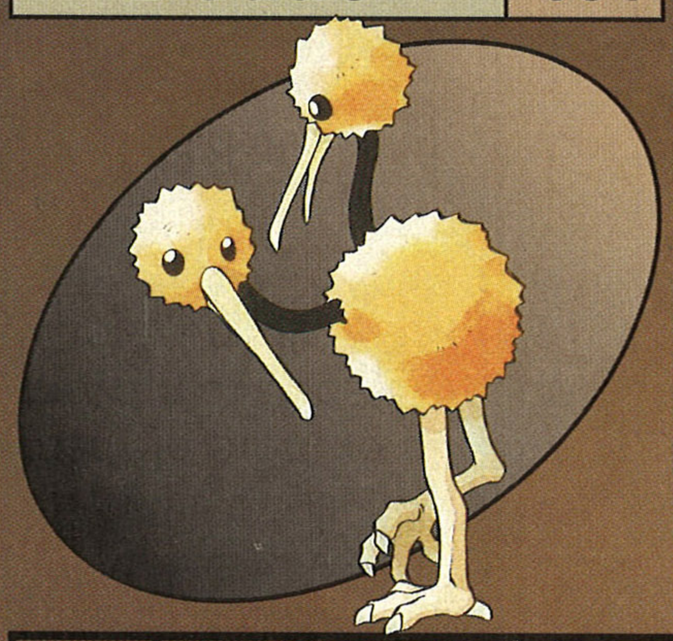
S

Catch in Route 45 (Silver only).

Evolution

Skarmory at level 0

Doduo #084



TYPE 1	TYPE 2
Normal	Flying

HP	200
ATTACK	180
DEFEND	100
SP. ATK.	100
SP. DEF.	100
SPEED	180

LEVEL	Move	PWR.	ACC.	PP
start	**Peck**	35	100	35
	Flying • No special properties			
start	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
9	**Pursuit**	40	100	20
	New Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage			
13	**Fury Attack**	15	85	20
	Psychic • Attacks 2-5 times in one turn			
21	**Tri Attack**	80	100	10
	Normal • Paralyzes, Burns or Freezes oppt. (20%)			
25	**Rage**	75	100	15
	Normal • If used continuously, Power grows as user is damaged			
33	**Drill Peck**	20	100	20
	Psychic • Reduces damage from Special attacks by 1/2 for 5 turns			
37	**Swift**	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

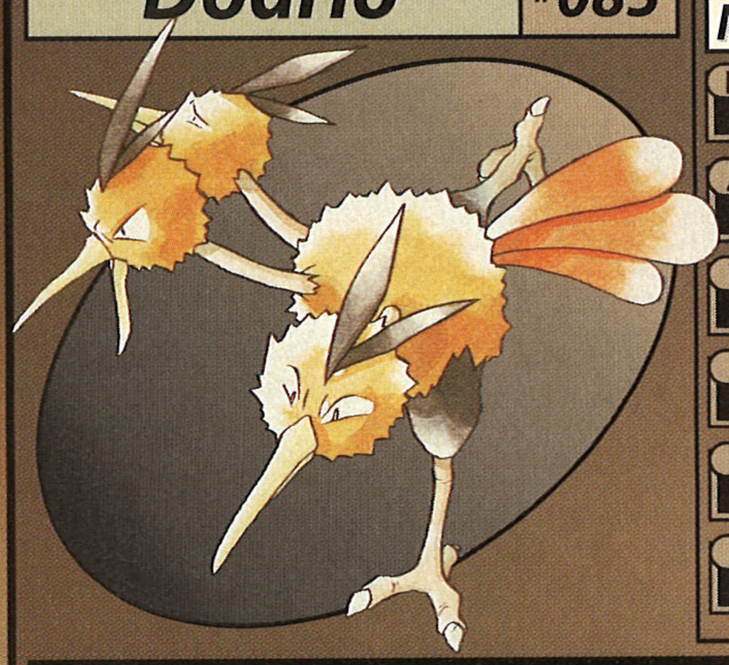
Catch in Route 22, 26-28. Also found in Mt. Silver.

Evolution

Doduo at level 0

Dodrio at level 31

Dodrio #085



TYPE 1	TYPE 2
Normal	Flying

HP	250
ATTACK	220
DEFEND	150
SP. ATK.	150
SP. DEF.	150
SPEED	230

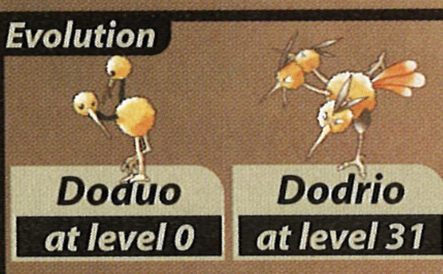
LEVEL	Move	PWR.	ACC.	PP
start	**Peck**	35	100	35
	Flying • No special properties			
start	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
9	**Pursuit**	40	100	20
	New Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage			
13	**Fury Attack**	15	85	20
	Psychic • Attacks 2-5 times in one turn			
21	**Tri Attack**	80	100	10
	Normal • Paralyzes, Burns or Freezes oppt. (20%)			
25	**Rage**	75	100	15
	Normal • If used continuously, Power grows as user is damaged			
38	**Drill Peck**	20	100	20
	Psychic • Reduces damage from Special attacks by 1/2 for 5 turns			
47	**Swift**	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Evolve from Doduo or catch in Route 26-28. Also found in Mt. Silver.

Evolution



Doduo at level 0 — Dodrio at level 31

Ponyta #077

TYPE 1	TYPE 2
Fire	-

HP	230
ATTACK	180
DEFEND	130
SP. ATK.	150
SP. DEF.	150
SPEED	210

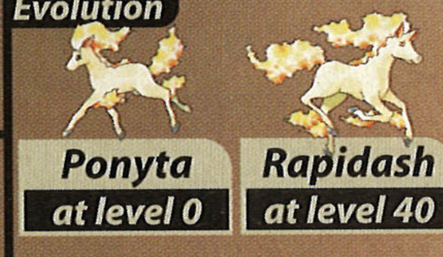
LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
4	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
8	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
13	**Ember**	40	100	25
	Fire • Added Effect: Burns oppt. (10% success)			
19	**Stomp**	65	100	20
	Normal • Added Effect: Oppt. Flinches (30%)			
26	**Fire Spin**	15	70	15
	Changed Fire • Traps and attacks oppt. continuously for 2-5 turns			
34	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
43	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
53	**Fire Blast**	120	85	5
	Fire • Added Effect: Burns oppt. (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Catch in Route 22, 26-28. Also found in Mt. Silver.

Evolution



Ponyta at level 0 — Rapidash at level 40

Rapidash #078

TYPE 1	TYPE 2
Fire	-

HP	260
ATTACK	220
DEFEND	100
SP. ATK.	190
SP. DEF.	190
SPEED	240

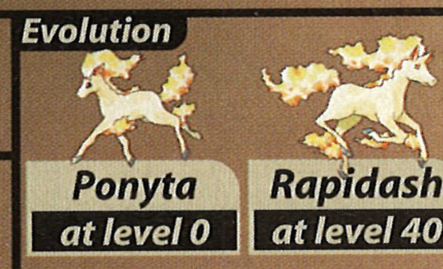
LEVEL	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
4	**Growl**	-	-	40
	Normal • Reduces opponent's Attack			
8	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
13	**Ember**	40	100	25
	Fire • Added Effect: Burns oppt. (10% success)			
19	**Stomp**	65	100	20
	Normal • Added Effect: Oppt. Flinches (30%)			
26	**Fire Spin**	15	70	15
	Changed Fire • Traps and attacks oppt. continuously for 2-5 turns			
34	**Take Down**	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
40	**Fury Attack**	15	85	20
	Normal • Attacks 2-5 times in one turn			
47	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
61	**Fire Blast**	120	85	5
	Fire • Added Effect: Burns oppt. (10% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

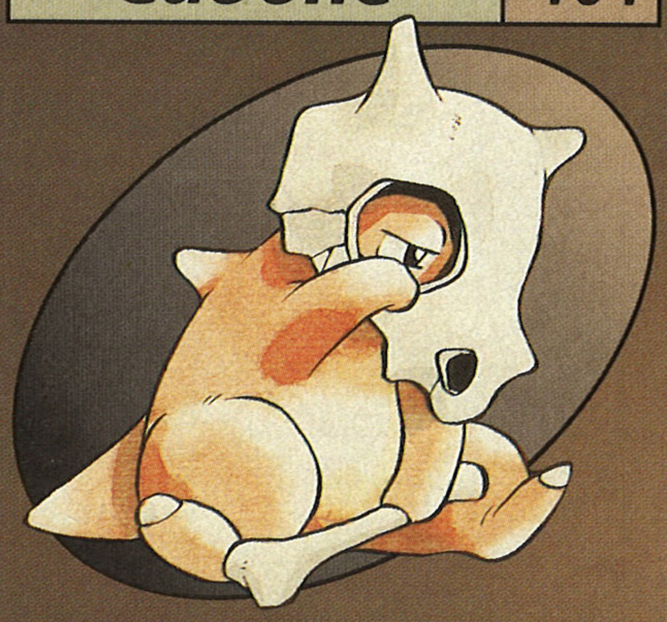
Evolve from Ponyta or catch in Route 28. Also found in Mt. Silver.

Evolution



Ponyta at level 0 — Rapidash at level 40

Cubone #104



TYPE 1	TYPE 2
Ground	-

HP	240
ATTACK	120
DEFEND	210
SP. ATK.	110
SP. DEF.	130
SPEED	80

G S

Catch in Rock Tunnel.

Evolution

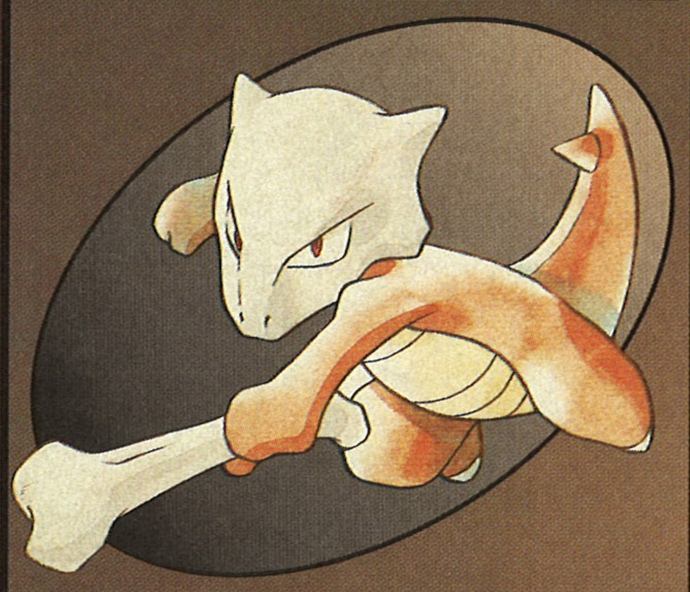
Cubone at level 0

Marowak at level 28

LEVEL	Move	PWR.	ACC.	PP
start	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
5	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
9	**Bone Club**	65	85	20
	Ground • Added Effect: Opponent Flinches (10% success)			
13	**Headbutt**	-	100	15
	Normal • Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees			
17	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
21	**Focus Energy**	-	-	30
	Normal • Next move will likely be a critical hit			
25	**Bonemerang**	50	90	10
	Ground • Attacks twice in one turn			
29	**Rage**	20	100	20
	Normal • If used continuously, power grows as user is damaged			
33	**False Swipe**	40	100	40
	New Normal • Always leaves oppt. with at least 1 HP			
37	**Thrash**	90	100	20
	Normal • Attacks 2-3 turns in a row, then user becomes confused			
41	**Bone Rush**	25	80	10
	New Ground • Attacks 2-5 times in one turn			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Marowak #105



TYPE 1	TYPE 2
Ground	-

HP	260
ATTACK	180
DEFEND	230
SP. ATK.	120
SP. DEF.	180
SPEED	100

G S

Evolve from Cubone or catch in Rock Tunnel.

Evolution

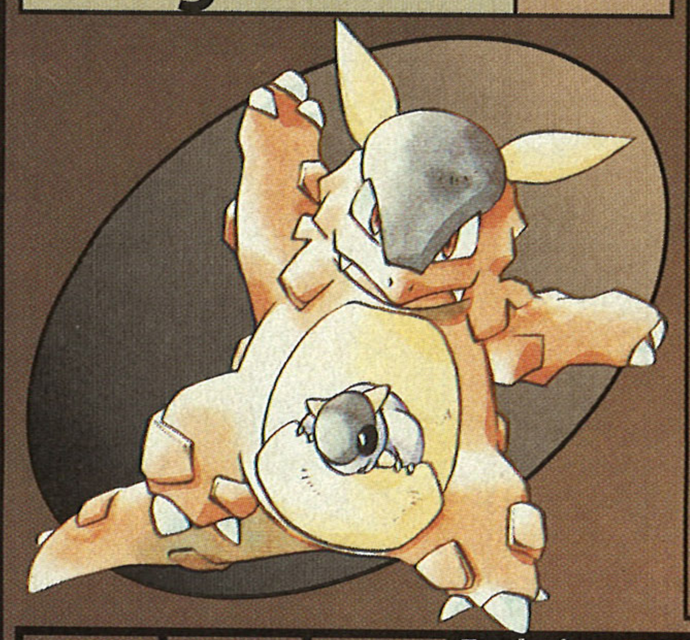
Cubone at level 0

Marowak at level 28

LEVEL	Move	PWR.	ACC.	PP
start	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
5	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
9	**Bone Club**	65	85	20
	Ground • Added Effect: Opponent Flinches (10% success)			
13	**Headbutt**	70	100	15
	Normal • Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees			
17	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
21	**Focus Energy**	-	-	30
	Normal • Next move will likely be a critical hit			
25	**Bonemerang**	50	90	10
	Ground • Attacks twice in one turn			
32	**Rage**	20	100	20
	Normal • If used continuously, power grows as user is damaged			
39	**False Swipe**	40	100	40
	New Normal • Always leaves oppt. with at least 1 HP			
46	**Thrash**	90	100	20
	Normal • Attacks 2-3 turns in a row, then user becomes confused			
53	**Bone Rush**	25	80	10
	New Ground • Attacks 2-5 times in one turn			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Kangaskhan #115



TYPE 1	TYPE 2
Normal	-

HP	340
ATTACK	210
DEFEND	170
SP. ATK.	90
SP. DEF.	170
SPEED	210

G S

Catch in Rock Tunnel.

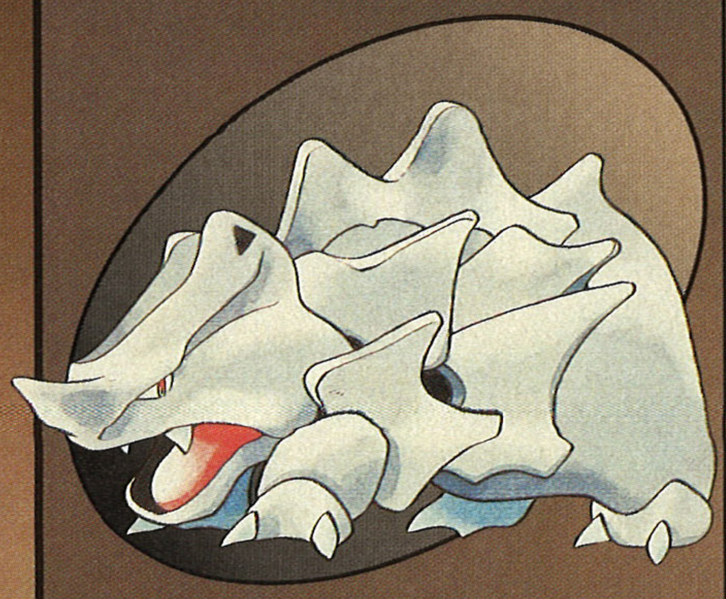
Evolution

Kangaskhan at level 0

LEVEL	Move	PWR.	ACC.	PP
start	**Comet Punch**	18	85	15
	Normal • Attacks 2-5 times in one turn			
7	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
13	**Bite**	60	100	25
	New Type Dark • Added Effect: Oppt. Flinches (30%)			
19	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
25	**Mega Punch**	80	85	20
	Normal • No special properties			
31	**Rage**	20	100	20
	Normal • If used continuously, power grows as user is damaged			
37	**Endure**	-	-	10
	New Normal • User survives with 1 HP. If used again, success % decreases			
43	**Dizzy Punch**	70	100	10
	Normal • Added Effect: Confuses opponent (20% success)			
49	**Reversal**	-	100	15
	New Fighting • Gains power based on how little HP user has			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Rhyhorn #111



TYPE 1	TYPE 2
Ground	Rock

HP	290
ATTACK	210
DEFEND	220
SP. ATK.	90
SP. DEF.	90
SPEED	80

LEVEL	Move	PWR.	ACC.	PP
start	Horn Attack	65	100	35
	Normal • No special properties			
start	Tail Whip	-	100	30
	Normal • Reduces opponent's Defense			
13	Stomp	65	100	20
	Normal • Added Effect: Oppt. Flinches (30%)			
19	Fury Attack	15	85	20
	Normal • Attacks 2-5 times in one turn			
31	Scary Face	-	90	10
	New Normal • Greatly reduces oppt.'s Speed			
37	Horn Drill	-	30	5
	Normal • If it hits, opponent faints			
49	Take Down	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
55	Earthquake	100	100	10
	Ground • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

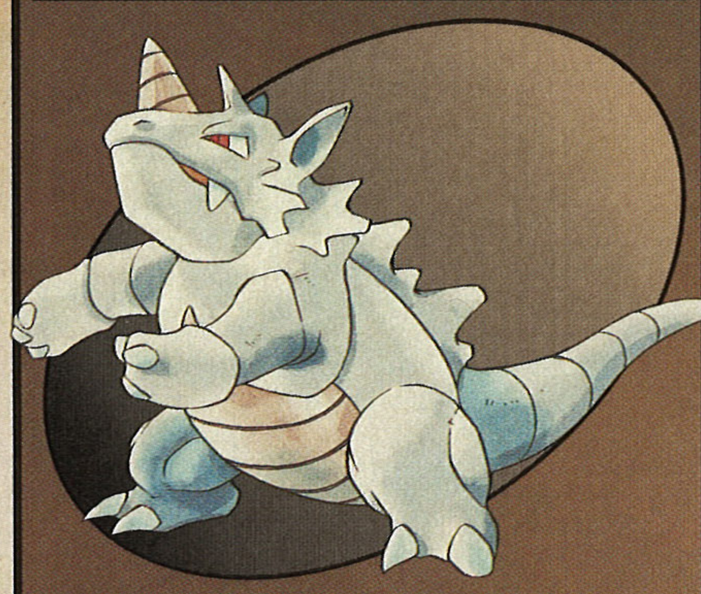
Catch in Victory Road.

Evolution

Rhyhorn at level 0

Rhydon at level 42

Rhydon #112



TYPE 1	TYPE 2
Ground	Rock

HP	340
ATTACK	290
DEFEND	260
SP. ATK.	120
SP. DEF.	120
SPEED	90

LEVEL	Move	PWR.	ACC.	PP
start	Horn Attack	65	100	35
	Normal • No special properties			
start	Tail Whip	-	100	30
	Normal • Reduces opponent's Defense			
13	Stomp	65	100	20
	Normal • Added Effect: Oppt. Flinches (30%)			
19	Fury Attack	15	85	20
	Normal • Attacks 2-5 times in one turn			
31	Scary Face	-	90	10
	New Normal • Greatly reduces oppt.'s Speed			
37	Horn Drill	-	30	5
	Normal • If it hits, opponent faints			
54	Take Down	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
65	Earthquake	100	100	10
	Ground • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

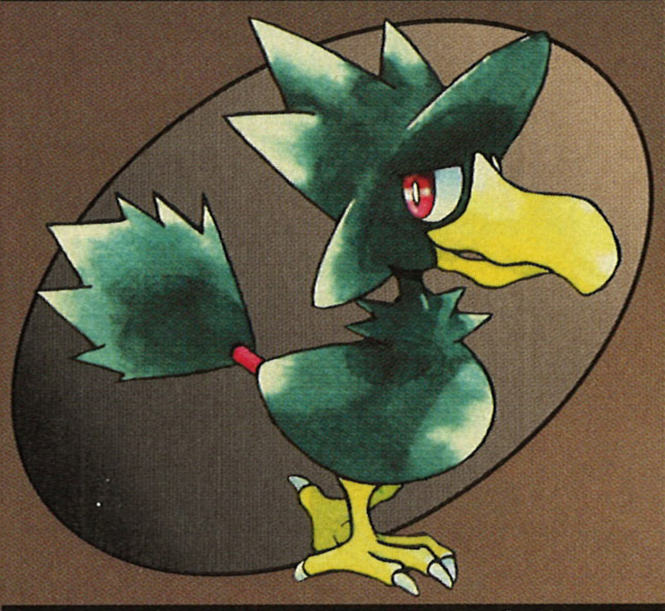
Evolve from Rhyhorn or trade for in Blackthorn City.

Evolution

Rhyhorn at level 0

Rhydon at level 42

Murkrow #198



TYPE 1	TYPE 2
Dark	Flying

HP	240
ATTACK	180
DEFEND	100
SP. ATK.	190
SP. DEF.	100
SPEED	200

LEVEL	Move	PWR.	ACC.	PP
start	Peck	35	100	35
	Flying • No special properties			
11	Pursuit	40	100	20
	New Dark • When oppt. changes Pokémon, it hits that Pokémon for 2x damage			
16	Haze	-	-	30
	Ice • Cures all status conditions of user and opponent			
26	Night Shade	-	100	15
	Ghost • Deals damage equal to user's level, regardless of Type and Defense			
31	Faint Attack	60	-	20
	New Dark • Always hits (even during oppt.'s Dig, Fly, etc.)			
41	Mean Look	-	100	5
	New Normal • Opponent can't escape while user is in battle			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Catch in Route 7 & 16.

Evolution

Murkrow at level 0

Houndour #228

TYPE 1	TYPE 2
Dark	Fire

HP	210
ATTACK	130
DEFEND	80
SP. ATK.	100
SP. DEF.	120
SPEED	130

G S

Catch in Route 7.

Evolution

Houndour at level 0

Houndoom at level 24

LEVEL	Move	PWR.	ACC.	PP
start	Leer	-	100	30
	Normal • Reduces opponent's Defense			
start	Ember	40	100	25
	Fire • Added Effect: Burns opponent (10% success)			
7	Roar	-	100	20
	Changed Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon			
13	Smog	20	70	20
	Poison • Added Effect: Poisons opponent (40% success)			
20	Bite	60	100	25
	New Type Dark • Added Effect: Oppt. Flinches (30% success)			
27	Faint Attack	60	-	20
	New Dark • Always hits (even during oppt.'s Dig, Fly, etc.)			
35	Flamethrower	95	100	15
	Fire • Added Effect: Burns opponent (10% success)			
43	Crunch	80	100	15
	New Dark • Added Effect: Reduces Special Defense (20% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Houndoom #229

TYPE 1	TYPE 2
Dark	Fire

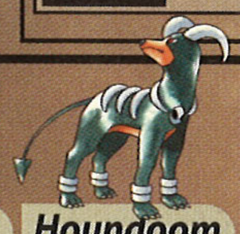
HP	270
ATTACK	210
DEFEND	120
SP. ATK.	240
SP. DEF.	180
SPEED	220

G S

Evolve from Houndour.

Evolution

Houndour at level 0

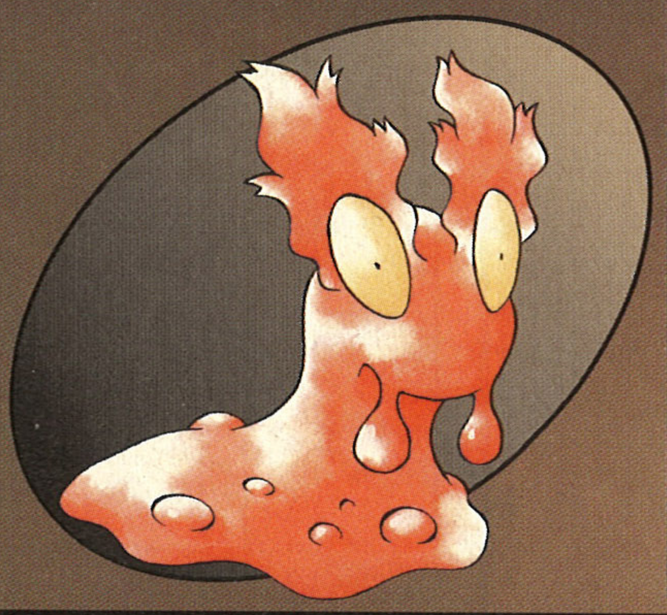


Houndoom at level 24

LEVEL	Move	PWR.	ACC.	PP
start	Leer	-	100	30
	Normal • Reduces opponent's Defense			
start	Ember	40	100	25
	Fire • Added Effect: Burns opponent (10% success)			
7	Roar	-	100	20
	Changed Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon			
13	Smog	20	70	20
	Poison • Added Effect: Poisons opponent (40% success)			
20	Bite	60	100	25
	New Type Dark • Added Effect: Oppt. Flinches (30% success)			
30	Faint Attack	60	-	20
	New Dark • Always hits (even during oppt.'s Dig, Fly, etc.)			
41	Flamethrower	95	100	15
	Fire • Added Effect: Burns opponent (10% success)			
52	Crunch	80	100	15
	New Dark • Added Effect: Reduces Special Defense (20% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Slugma #218



TYPE 1	TYPE 2
Fire	-

HP	210
ATTACK	100
DEFEND	100
SP. ATK.	160
SP. DEF.	100
SPEED	50

G S

Catch in Route 16-18.

Evolution

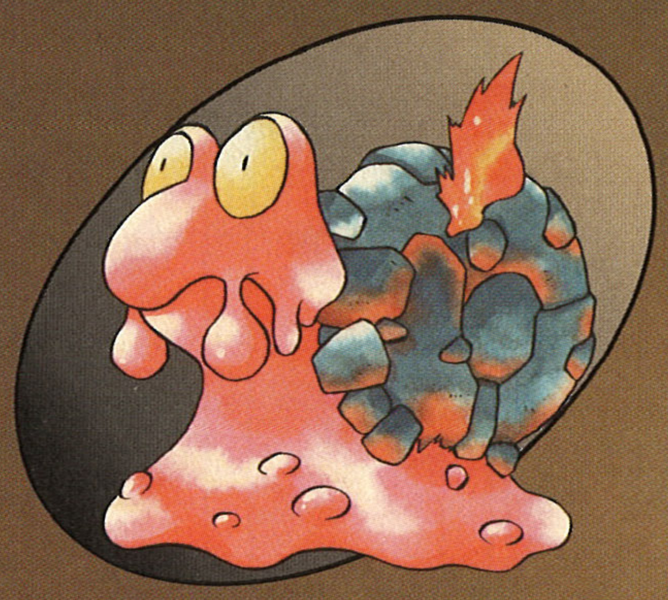
Slugma at level 0

Magcargo at level 38

LEVEL	Move	PWR.	ACC.	PP
start	Smog	20	70	20
	Poison • Added Effect: Poisons opponent (40% success)			
8	Ember	40	100	25
	Fire • Added Effect: Burns opponent (10% success)			
15	Rock Throw	50	90	15
	Accuracy Up Rock • No special properties			
22	Harden	-	-	30
	Normal • Raises user's Defense			
29	Amnesia	-	-	20
	Changed Psychic • Greatly raises user's Special Defense			
36	Flamethrower	95	100	15
	Fire • Added Effect: Burns opponent (10% success)			
43	Rock Slide	75	90	10
	New Effect Rock • Added Effect: Oppt. Flinches (30% success)			
50	Body Slam	85	100	15
	Normal • Added Effect: Paralyzes opponent (30% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Magcargo #219



TYPE 1	TYPE 2
Fire	Rock

HP	220
ATTACK	130
DEFEND	270
SP. ATK.	190
SP. DEF.	190
SPEED	80

LEVEL	Move	PWR.	ACC.	PP
start	**Smog**	20	70	20
	Poison • Added Effect: Poisons opponent (40% success)			
8	**Ember**	40	100	25
	Fire • Added Effect: Burns opponent (10% success)			
15	**Rock Throw**	50	90	15
	Accuracy Up Rock • No special properties			
22	**Harden**	-	-	30
	Normal • Raises user's Defense			
29	**Amnesia**	-	-	20
	Changed Psychic • Greatly raises user's Special Defense			
36	**Flamethrower**	95	100	15
	Fire • Added Effect: Burns opponent (10% success)			
48	**Rock Slide**	75	90	10
	New Effect Rock • Added Effect: Oppt. Flinches (30% success)			
60	**Body Slam**	85	100	15
	Normal • Added Effect: Paralyzes opponent (30% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

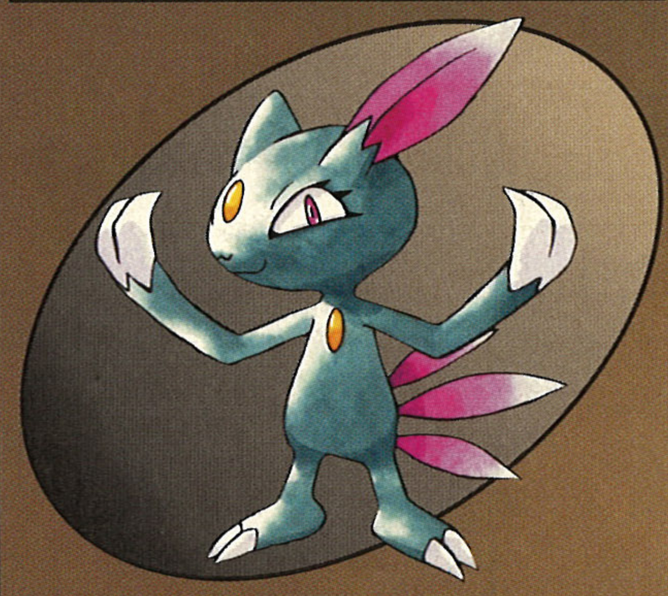
Evolve from Slugma.

Evolution

Slugma at level 0

Magcargo at level 38

Sneasel #215



TYPE 1	TYPE 2
Dark	Ice

HP	240
ATTACK	210
DEFEND	130
SP. ATK.	90
SP. DEF.	170
SPEED	250

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
9	**Quick Attack**	40	100	30
	Normal • Always hits before opponent, regardless of Speed			
17	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
25	**Faint Attack**	60	-	20
	New Dark • Always hits (even during oppt.'s Dig, Fly, etc.)			
33	**Fury Swipes**	15	85	15
	Normal • Attacks 2-5 times in one turn			
41	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
49	**Slash**	70	100	15
	Normal • Likely to become a critical hit			
57	**Beat Up**	10	100	10
	New Dark • Attack's Power is +10 for each healthy Pokémon on team			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
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16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

G S

Catch in Route 28 (night only). Also Mt. Silver.

Evolution

Sneasel at level 0

Misdreavus #200

TYPE 1	TYPE 2
Ghost	-

HP	250
ATTACK	140
DEFEND	130
SP. ATK.	190
SP. DEF.	190
SPEED	190

LEVEL	Move	PWR.	ACC.	PP
start	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
start	**Psywave**	-	80	15
	Psychic • Has random power between 1 and 1.5x user level			
6	**Spite**	-	100	10
	New Ghost • Reduces PP of oppt.'s last used move by 2-5			
12	**Confuse Ray**	-	100	10
	Ghost • Reduces PP of opponent's last used move by 2-5			
19	**Mean Look**	-	100	5
	New Normal • Opponent can't escape while user is in battle			
27	**Psybeam**	65	100	20
	Psychic • Added Effect: Confuses opponent (10% success)			
36	**Pain Split**	-	100	20
	New Normal • Combines user's and oppt.'s HP, and gives 1/2 to each			
46	**Perish Song**	-	-	5
	New Normal • Both Pokémon will faint in 3 turns unless either is switched			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

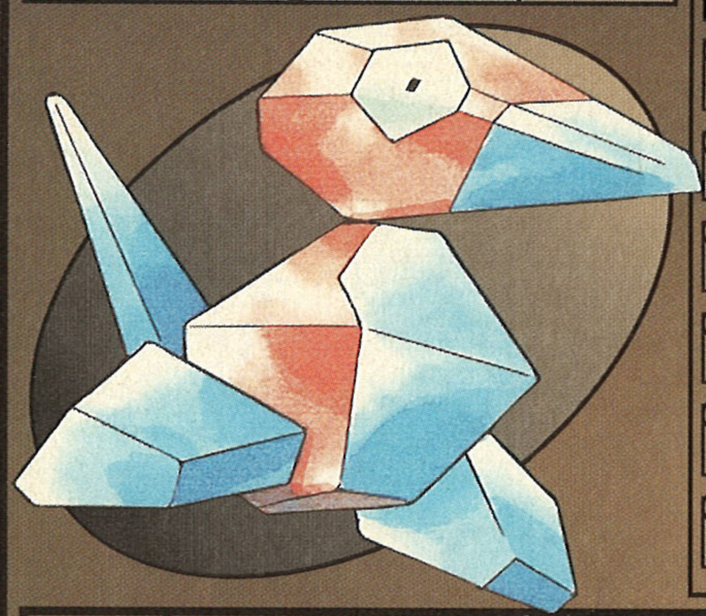
G S

Catch in Mt. Silver (night only).

Evolution

Misdreavus at level 0

Porygon #137



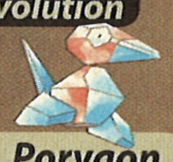
TYPE 1	TYPE 2
Normal	-

HP	250
ATTACK	140
DEFEND	170
SP. ATK.	200
SP. DEF.	180
SPEED	100

G S

Win in Celadon Game Corner.

Evolution



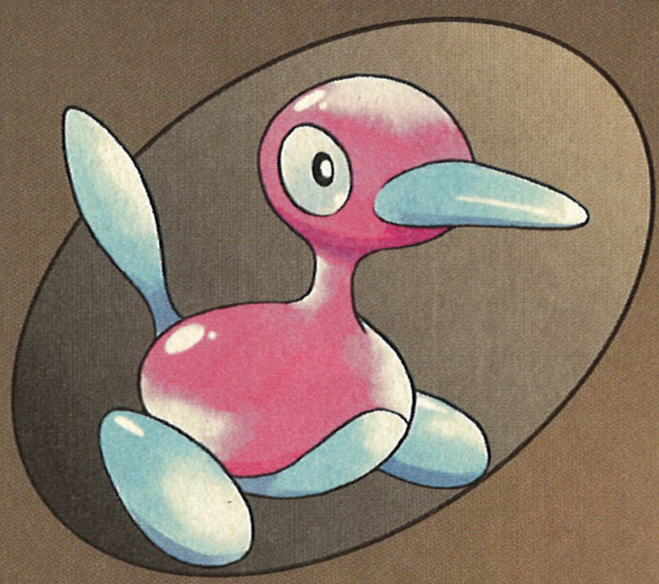
Porygon at level 0

Porygon2 Up-Grade+Trade

LEVEL	Move	PWR.	ACC.	PP
start	**Conversion 2**	-	-	30
	Changed Normal • Changes users type to one that is resistant to oppt.'s last move			
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Conversion**	-	-	30
	Changed Normal • Changes own type to that of the target			
9	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
12	**Psybeam**	65	100	20
	Psychic • Added Effect: Confuses opponent (10% success)			
20	**Recover**	-	-	20
	Normal • Refills 1/2 of Max HP			
24	**Sharpen**	-	-	30
	Normal • Raises user's Attack			
32	**Lock-On**	-	100	5
	New Normal • User's attack will always hit			
36	**Tri Attack**	80	100	10
	New Effect Normal • Added Effect: Paralyzes, Burns or Freezes oppt. (20%)			
44	**Zap Cannon**	100	50	5
	New Electric • If it hits, Paralyzes opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Porygon2 #233



TYPE 1	TYPE 2
Normal	-

HP	300
ATTACK	190
DEFEND	190
SP. ATK.	230
SP. DEF.	210
SPEED	150

G S

Evolve from Porygon (by trading with Up-grade).

Evolution

Porygon at level 0

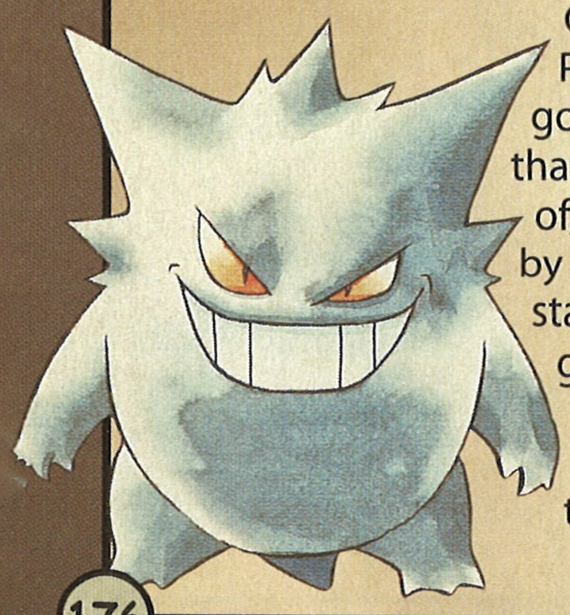
Porygon2 Up-Grade+Trade

LEVEL	Move	PWR.	ACC.	PP
start	**Conversion 2**	-	-	30
	Changed Normal • Changes users type to one that is resistant to oppt.'s last move			
start	**Tackle**	35	95	35
	Normal • No special properties			
start	**Conversion**	-	-	30
	Changed Normal • Changes own type to that of the target			
9	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
12	**Psybeam**	65	100	20
	Psychic • Added Effect: Confuses opponent (10% success)			
20	**Recover**	-	-	20
	Normal • Refills 1/2 of Max HP			
24	**Defense Curl**	-	-	40
	Normal • Raises Defense			
32	**Lock-On**	-	100	5
	New Normal • User's attack will always hit			
36	**Tri Attack**	80	100	10
	New Effect Normal • Added Effect: Paralyzes, Burns or Freezes oppt. (20%)			
44	**Zap Cannon**	100	50	5
	New Electric • If it hits, Paralyzes opponent			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

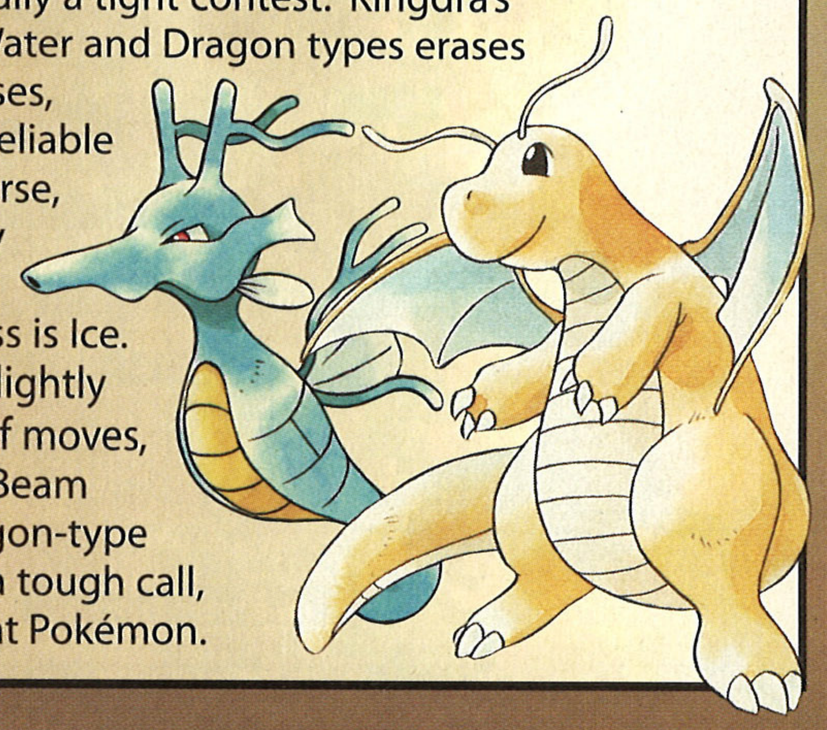
Best of Type: Ghost

Gengar finally has some competition, in the form of the series' first pure Ghost, Misdreavus. Pure-Ghost is a great type, with a good set of strengths and immunities that Gengar can't take full advantage of, being part Poison. But Gengar is by far the better Pokémon, with great stats (it just missed the top 20) and good moves. Misdreavus' stats are disappointing, but it does have a lot of fun moves, and is certainly worthy of an honorable mention.

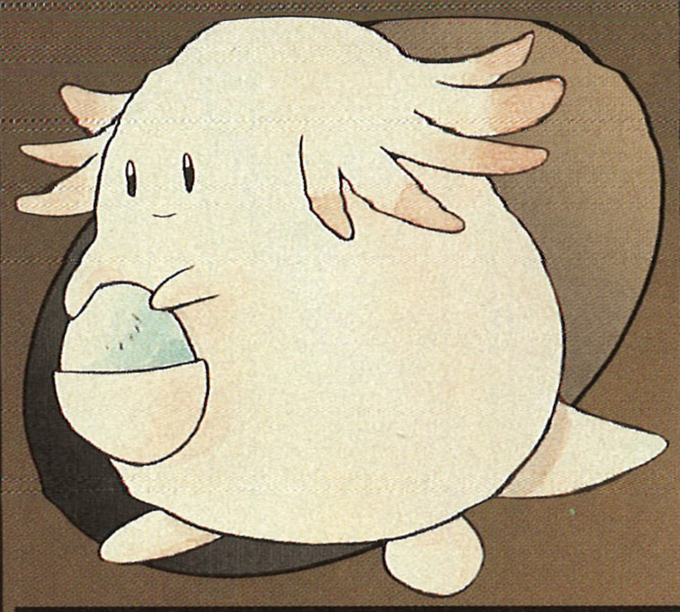


Best of Type: Dragon

Thanks to Kingdra, Dragonite no longer has to suffer the shame of winning this category merely by default. Dragonite has better stats, but it's actually a tight contest. Kingdra's combination of Water and Dragon types erases all of its weaknesses, making it a very reliable Pokémon. Of course, Dragonite's pretty tough too: Its only real weakness is Ice. Dragonite has a slightly better selection of moves, with both Hyper Beam and the new Dragon-type Outrage. But it's a tough call, and both are great Pokémon.



Chansey #113



TYPE 1	TYPE 2
Normal	-

HP	630
ATTACK	20
DEFEND	20
SP. ATK.	80
SP. DEF.	220
SPEED	135

G S

Catch in Route 13-15.

Evolution

Chansey at level 0

Blissey By Tameness

LEVEL	Move	PWR.	ACC.	PP
start	**Pound**	40	100	35
	Normal • No special properties			
5	**Growl**	-	100	40
	Normal •Reduces opponent's Attack			
9	**Tail Whip**	-	100	30
	Normal •Reduces opponent's Defense			
13	**Softboiled**	-	-	10
	Normal • Refills 1/2 of Max HP/Field:Shares 1/5 of own HP with team			
17	**Doubleslap**	15	85	10
	Normal • Attacks 2-5 times in one turn			
23	**Minimize**	-	-	20
	Normal • Raises user's Evasion			
29	**Sing**	-	55	15
	Normal • Puts opponent to Sleep			
35	**Egg Bomb**	100	75	10
	Normal • No special properties			
41	**Defense Curl**	-	-	40
	Normal • Raises Defense			
49	**Light Screen**	-	-	30
	Psychic • Reduces damage from oppt.'s Special attacs by1/2 for 5 turns			
57	**Double-Edge**	120	100	15
	Powered Up Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Blissey #242

TYPE 1	TYPE 2
Normal	-

HP	630
ATTACK	50
DEFEND	40
SP. ATK.	170
SP. DEF.	300
SPEED	140

G S

Evolve from Chansey (based on tameness).

Evolution

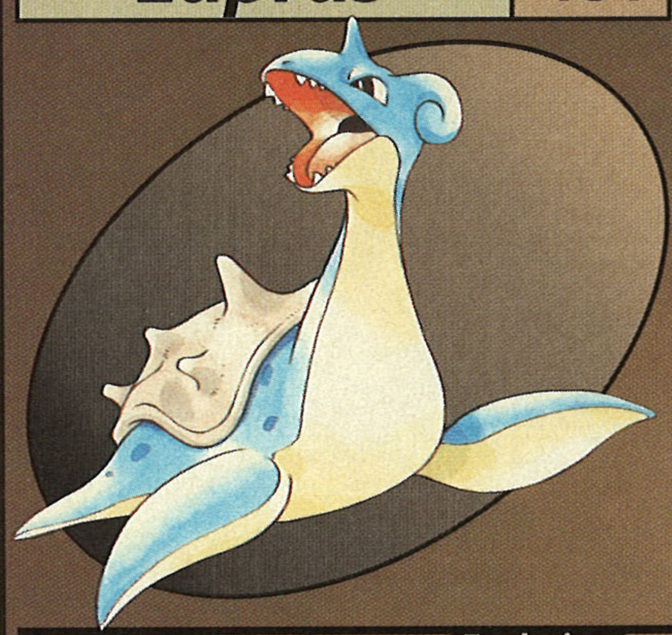
Chansey at level 0

Blissey By Tameness

LEVEL	Move	PWR.	ACC.	PP
start	**Pound**	40	100	35
	Normal • No special properties			
4	**Growl**	-	100	40
	Normal •Reduces opponent's Attack			
7	**Tail Whip**	-	100	30
	Normal •Reduces opponent's Defense			
10	**Softboiled**	-	-	10
	Normal • Refills 1/2 of Max HP/Field:Shares 1/5 of own HP with team			
13	**Doubleslap**	15	85	10
	Normal • Attacks 2-5 times in one turn			
18	**Minimize**	-	-	20
	Normal • Raises user's Evasion			
23	**Sing**	-	55	15
	Normal • Puts opponent to Sleep			
28	**Egg Bomb**	100	75	10
	Normal • No special properties			
33	**Defense Curl**	-	-	40
	Normal • Raises Defense			
40	**Light Screen**	-	-	30
	Psychic • Reduces damage from oppt.'s Special attacs by1/2 for 5 turns			
47	**Double-Edge**	120	100	15
	Powered Up Normal • 1/4 of damage dealt is also dealt to user			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Lapras #131



TYPE 1	TYPE 2
Water	Ice

HP	380
ATTACK	180
DEFEND	170
SP. ATK.	190
SP. DEF.	210
SPEED	190

G S

Catch in Union Cave (Fridays only).

Evolution

Lapras at level 0

LEVEL	Move	PWR.	ACC.	PP
start	**Water Gun**	40	100	25
	Water • No special properties			
start	**Growl**	-	100	40
	Normal •Reduces opponent's Attack			
start	**Sing**	-	55	15
	Normal • Puts opponent to Sleep			
8	**Mist**	-	-	30
	Ice• Protects from all moves that lower Pokémon abilities			
15	**Body Slam**	85	100	15
	Normal •Added Effect:Paralyzes oppt. (30% success)			
22	**Confuse Ray**	-	100	10
	Ghost • Confuses opponent			
29	**Perish Song**	-	-	5
	New Normal • Both Pokémon will faint in 3 turns unless either is switched			
36	**Ice Beam**	95	100	10
	Ice • Added Effect:Freezes oppt. (10% success)			
43	**Rain Dance**	-	-	5
	New Water • Raises power of Water-type attacks for 5 turns			
50	**Safeguard**	-	-	25
	New Normal • Protects all Pokémon from status conditions that lower abilities			
57	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
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14	Blizzard	43	Detect
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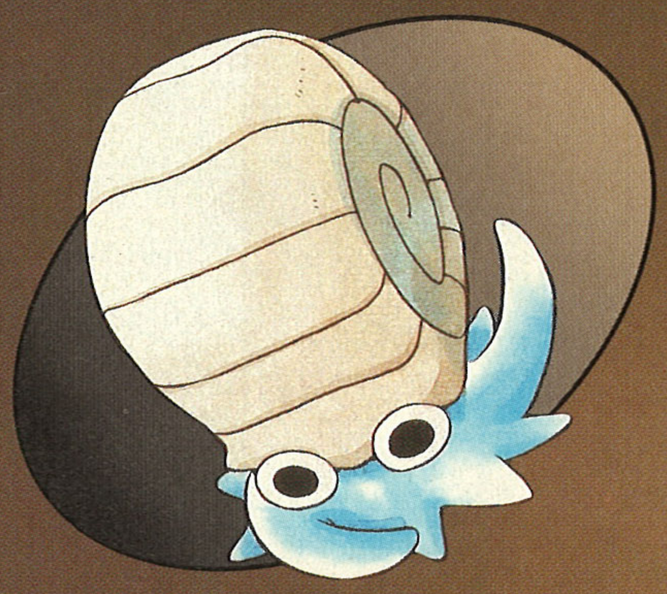
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Omanyte #138



TYPE 1	TYPE 2
Rock	Water

HP	190
ATTACK	90
DEFEND	220
SP. ATK.	190
SP. DEF.	120
SPEED	80

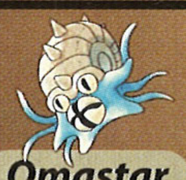
LEVEL	Move	PWR.	ACC.	PP
start	**Constrict**	10	100	35
	Normal • Added Effect: Reduces oppt.'s Speed (10%)			
start	**Withdraw**	-	-	40
	Water • Raises user's Defense			
13	**Bite**	60	100	25
	New Type Dark • Added Effect: Oppt.Flinches (30%)			
19	**Water Gun**	40	100	25
	Water • No special properties			
31	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
37	**Protect**	-	-	10
	New Normal • Protects from any attack. If used again, success % decreases			
49	**Ancient Power**	60	100	5
	New Rock • Added Effect: Raises all of user's abilities (10%)			
55	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Must trade from Red/Blue/Yellow versions.

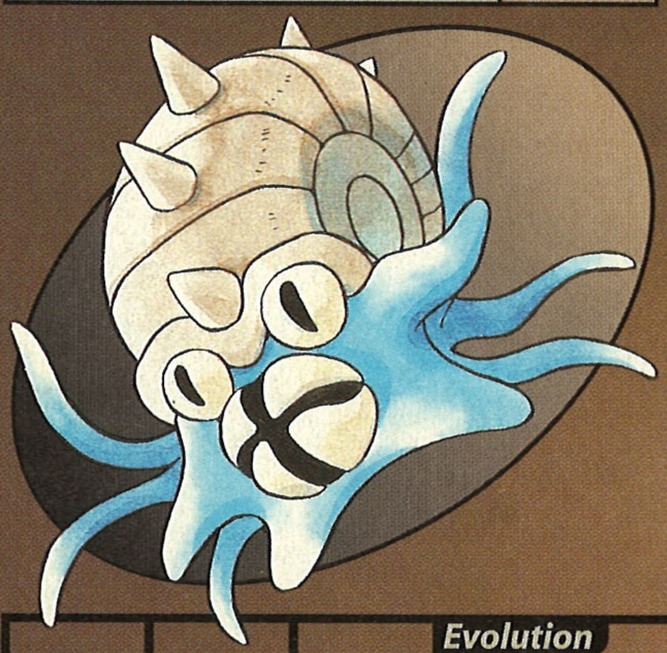
Evolution

Omanyte at level 0



Omastar at level 40

Omastar #139



TYPE 1	TYPE 2
Rock	Water

HP	280
ATTACK	130
DEFEND	290
SP. ATK.	240
SP. DEF.	150
SPEED	120

LEVEL	Move	PWR.	ACC.	PP
start	**Constrict**	10	100	35
	Normal • Added Effect: Reduces oppt.'s Speed (10%)			
start	**Withdraw**	-	-	40
	Water • Raises user's Defense			
13	**Bite**	60	100	25
	New Type Dark • Added Effect: Oppt.Flinches (30%)			
19	**Water Gun**	40	100	25
	Water • No special properties			
31	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
37	**Protect**	-	-	10
	New Normal • Protects from any attack. If used again, success % decreases			
40	**Spike Cannon**	20	100	15
	Normal • Attacks 2-3 times in one turn			
54	**Ancient Power**	60	100	5
	New Rock • Added Effect: Raises all of user's abilities (10%)			
65	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

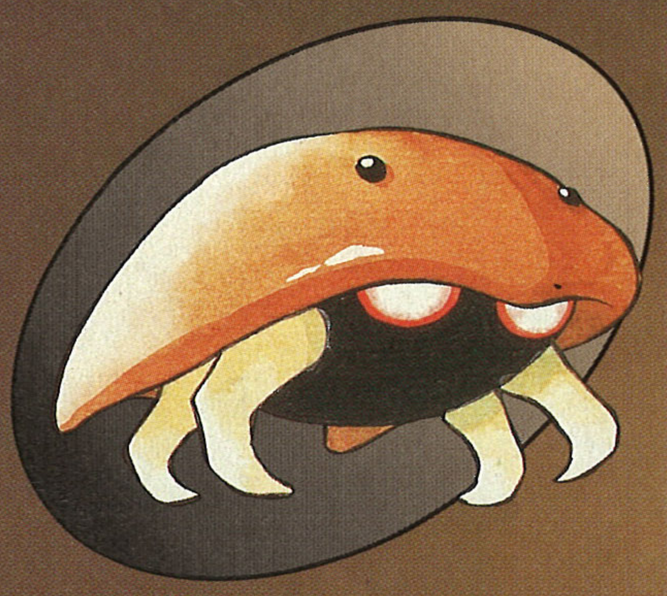
Evolve from Omanyte.

Evolution

Omanyte at level 0

Omastar at level 40

Kabuto #140



TYPE 1	TYPE 2
Rock	Water

HP	170
ATTACK	170
DEFEND	200
SP. ATK.	120
SP. DEF.	100
SPEED	130

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Harden**	-	-	30
	Normal • Raises user's Defense			
10	**Absorb**	20	100	20
	Grass • Refills HP by 1/2 of damage dealt to opponent			
19	**Leer**	-	100	30
	New Normal • Reduces opponent's Defense			
28	**Sand-Attack**	-	100	15
	Ground • Reduces opponent's Accuracy			
37	**Endure**	-	-	10
	New Normal • User survives with 1 HP. If used again, success % decreases			
46	**Mega Drain**	40	100	10
	Grass • Refills HP by 1/2 of damage dealt to opponent			
55	**Ancient Power**	60	100	5
	New Rock • Added Effect: Raises all of user's abilities (10%)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

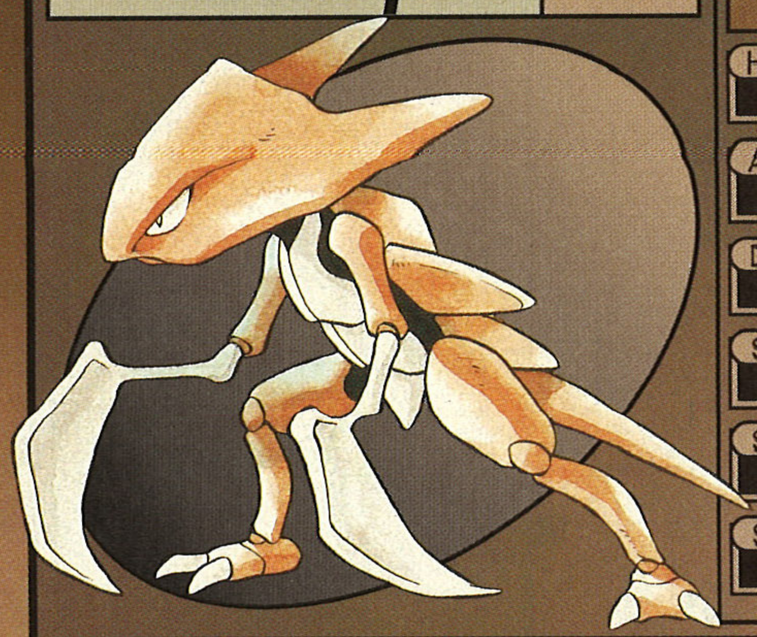
Must trade from Red/Blue/Yellow versions.

Evolution

Kabuto at level 0

Kabutops at level 40

Kabutops #141



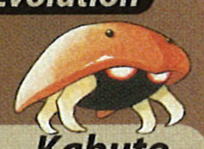
TYPE 1	TYPE 2
Rock	Water

HP	260
ATTACK	240
DEFEND	250
SP. ATK.	140
SP. DEF.	150
SPEED	190

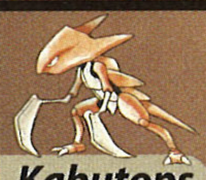
G S

Evolve from Kabuto.

Evolution



Kabuto at level 0

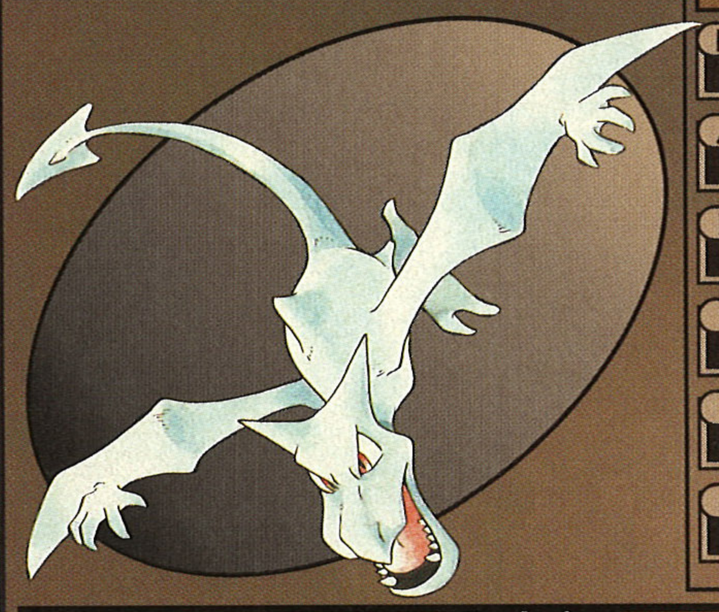


Kabutops at level 40

LEVEL	Move	PWR.	ACC.	PP
start	Scratch	40	100	35
	Normal • No special properties			
start	Harden	-	-	30
	Normal • Raises user's Defense			
10	Absorb	20	100	20
	Grass • Refills HP by 1/2 of damage dealt to opponent			
19	Leer	-	100	30
	Normal • Reduces opponent's Defense			
28	Sand-Attack	-	100	15
	Ground • Reduces opponent's Accuracy			
37	Endure	-	-	10
	New Normal • User survives with 1 HP. If used again, success % decreases			
40	Slash	70	100	15
	Normal • Likely to become a critical hit			
51	Mega Drain	40	100	10
	Grass • Refills HP by 1/2 of damage dealt to opponent			
55	Ancient Power	60	100	5
	New Rock • Added Effect: Raises all of user's abilities (10%)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Aerodactyl #142



TYPE 1	TYPE 2
Rock	Flying

HP	240
ATTACK	220
DEFEND	160
SP. ATK.	130
SP. DEF.	160
SPEED	290

G S

Trade for in Route 14

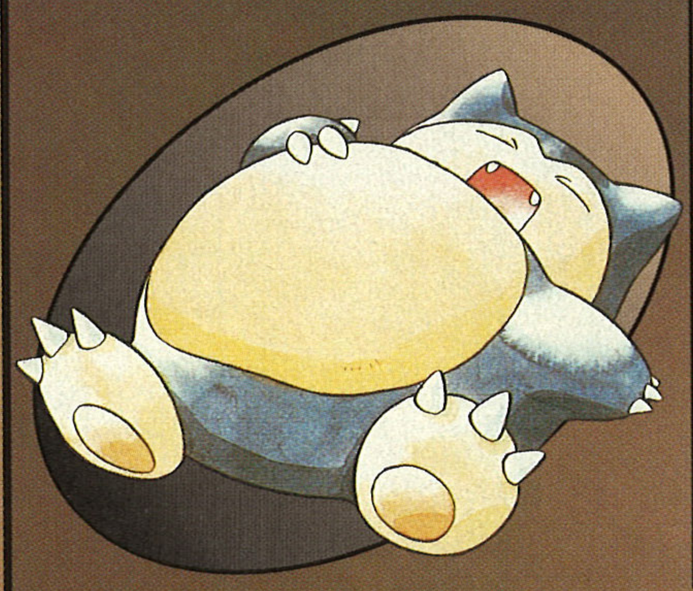
Evolution

Aerodactyl at level 0

LEVEL	Move	PWR.	ACC.	PP
start	Wing Attack	60	100	35
	Powered Up Flying • No special properties			
8	Agility	-	-	30
	Psychic • Greatly raises user's Speed			
15	Bite	60	100	25
	New Type Dark • Added Effect: Oppt. Flinches (30%)			
22	Supersonic	-	55	20
	Normal • Confuses opponent			
29	Ancient Power	60	100	5
	New Rock • Added Effect: Raises all of user's abilities (10%)			
36	Scary Face	-	90	10
	New Normal • Greatly reduces opponent's Speed			
43	Take Down	90	85	20
	Normal • 1/4 of damage dealt is also dealt to user			
50	Hyper Beam	150	90	5
	Normal • User can't do anything on turn after attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Snorlax #143



TYPE 1	TYPE 2
Normal	-

HP	450
ATTACK	230
DEFEND	150
SP. ATK.	100
SP. DEF.	250
SPEED	70

G S

Catch in Route 11 (only one exists).

Evolution

Snorlax at level 0

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
8	Amnesia	-	-	20
	Changed Psychic • Greatly raises user's Special Defense			
15	Defense Curl	-	-	40
	Normal • Raises Defenses			
22	Belly Drum	-	-	10
	New Normal • Raises attack to Max, but loses half of Max HP			
29	Headbutt	70	100	15
	Changed Normal • Added Effect: Oppt. Flinches (30%) Field: Knock Pokémon from trees			
36	Snore	40	100	15
	New Normal • Added Effect: Oppt. Flinches (30%); Use only while Asleep			
36	Rest	-	-	10
	Psychic • Recovers HP completely; user Sleeps for next 2 turns			
43	Body Slam	85	100	15
	Normal • Added Effect: Paralyzes opponent (30% success)			
50	Rollout	30	90	20
	New Rock • Attacks for 5 turns. Power increases each turn until misses			
57	Hyper Beam	150	90	5
	Normal • User can't do anything on turn after attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Bulbasaur #001

TYPE 1	TYPE 2
Grass	Poison

HP	230
ATTACK	130
DEFEND	130
SP. ATK.	170
SP. DEF.	170
SPEED	130

Must trade from Red/Blue/Yellow versions.

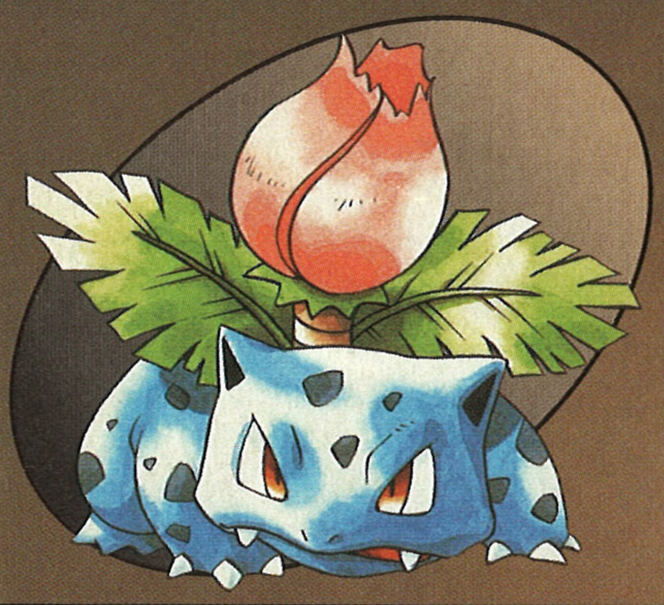
Evolution

Bulbasaur	Ivysaur	Venusaur
at level 0	at level 16	at level 32

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
4	Growl	-	100	40
	Normal • Reduces opponent's Attack			
7	Leech Seed	-	90	10
	Grass • Steals a bit of HP from oppt. every turn until battle ends			
10	Vine Whip	35	100	10
	Grass • No special properties			
15	Poisonpowder	-	75	35
	Poison • Opponent becomes Poisoned			
15	Sleep Powder	-	75	15
	Grass •Puts opponent to Sleep			
20	Razor Leaf	55	95	25
	Grass • Likely to become a critical hit			
25	Sweet Scent	-	100	20
	New Normal • Reduces oppt.'s Evasion/Field: Attracts wild Pokémon			
32	Growth	-	-	40
	Normal • Raises user's Special Attack			
39	Synthesis	-	-	5
	New Grass• Refills HP. Efficacy changes based on time of day			
46	Solarbeam	120	100	10
	Grass • 2nd turn attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Ivysaur #002



TYPE 1	TYPE 2
Grass	Poison

HP	260
ATTACK	160
DEFEND	160
SP. ATK.	200
SP. DEF.	200
SPEED	160

Evolve from Bulbasaur.

Evolution

Bulbasaur	Ivysaur	Venusaur
at level 0	at level 16	at level 32

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
4	Growl	-	100	40
	Normal • Reduces opponent's Attack			
7	Leech Seed	-	90	10
	Grass • Steals a bit of HP from oppt. every turn until battle ends			
10	Vine Whip	35	100	10
	Grass • No special properties			
15	Poisonpowder	-	75	35
	Poison • Opponent becomes Poisoned			
15	Sleep Powder	-	75	15
	Grass •Puts opponent to Sleep			
22	Razor Leaf	55	95	25
	Grass • Likely to become a critical hit			
29	Sweet Scent	-	100	20
	New Normal • Reduces oppt.'s Evasion/Field: Attracts wild Pokémon			
38	Growth	-	-	40
	Normal • Raises user's Special Attack			
47	Synthesis	-	-	5
	New Grass• Refills HP. Efficacy changes based on time of day			
56	Solarbeam	120	100	10
	Grass • 2nd turn attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Venusaur #003

TYPE 1	TYPE 2
Grass	Poison

HP	300
ATTACK	200
DEFEND	200
SP. ATK.	240
SP. DEF.	240
SPEED	200

Evolve from Ivysaur.

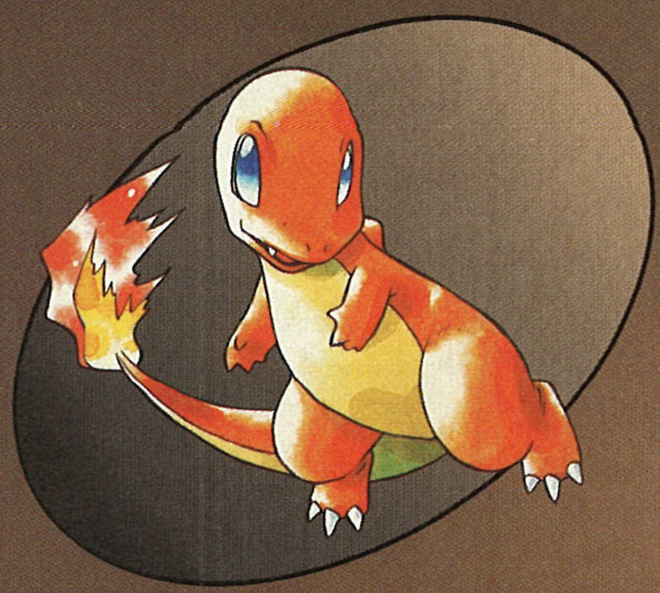
Evolution

Bulbasaur	Ivysaur	Venusaur
at level 0	at level 16	at level 32

LEVEL	Move	PWR.	ACC.	PP
start	Tackle	35	95	35
	Normal • No special properties			
4	Growl	-	100	40
	Normal • Reduces opponent's Attack			
7	Leech Seed	-	90	10
	Grass • Steals a bit of HP from oppt. every turn until battle ends			
10	Vine Whip	35	100	10
	Grass • No special properties			
15	Poisonpowder	-	75	35
	Poison • Opponent becomes Poisoned			
15	Sleep Powder	-	75	15
	Grass •Puts opponent to Sleep			
22	Razor Leaf	55	95	25
	Grass • Likely to become a critical hit			
29	Sweet Scent	-	100	20
	New Normal • Reduces oppt.'s Evasion/Field: Attracts wild Pokémon			
41	Growth	-	-	40
	Normal • Raises user's Special Attack			
53	Synthesis	-	-	5
	New Grass• Refills HP. Efficacy changes based on time of day			
65	Solarbeam	120	100	10
	Grass • 2nd turn attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Charmander #004



TYPE 1	TYPE 2
Fire	-

HP	200
ATTACK	120
DEFEND	110
SP. ATK.	130
SP. DEF.	110
SPEED	140

Must trade from Red/Blue/Yellow versions.

Evolution

Charmander	Charmeleon	Charizard
at level 0	at level 16	at level 36

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Growl**	-	100	40
	Normal • Reduces opponent's Attack			
7	**Ember**	40	100	25
	Fire • Added Effect: Burns opponent (10% success)			
13	**Smokescreen**	-	100	20
	Normal • Reduces opponent's Accuracy			
19	**Rage**	20	100	20
	Normal • If used continuously, Power grows as user is damaged			
25	**Scary Face**	-	90	10
	New Normal • Greatly reduces opponent's Speed			
31	**Flamethrower**	95	100	15
	Fire • Added Effect: Burns opponent (10% success)			
37	**Slash**	70	100	15
	Normal • Likely to become a critical hit			
43	**Dragon Rage**	-	100	10
	Dragon • Deals 40 damage, regardless of Type and Defense			
49	**Fire Spin**	15	70	15
	Changed Fire • Traps and attacks oppt. continuously for 2-5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Charmeleon #005

TYPE 1	TYPE 2
Fire	-

HP	240
ATTACK	140
DEFEND	130
SP. ATK.	120
SP. DEF.	140
SPEED	180

Evolve from Charmander.

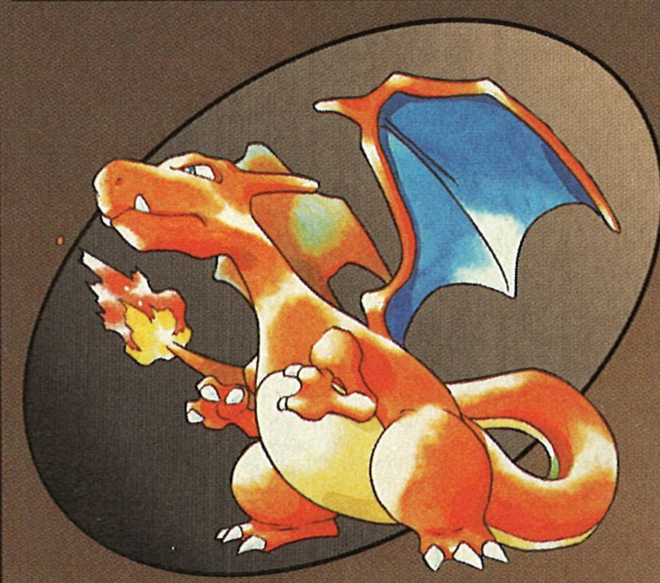
Evolution

Charmander	Charmeleon	Charizard
at level 0	at level 20	at level 36

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Growl**	-	100	40
	Normal • Reduces opponent's Defense			
7	**Ember**	40	100	25
	Fire • Added Effect: Burns opponent (10% success)			
13	**Smokescreen**	-	100	20
	Normal • Reduces opponent's Accuracy			
20	**Rage**	20	100	20
	Normal • If used continuously, Power grows as user is damaged			
27	**Scary Face**	-	90	10
	New Normal • Greatly reduces opponent's Speed			
34	**Flamethrower**	95	100	15
	Fire • Added Effect: Burns opponent (10% success)			
41	**Slash**	70	100	15
	Normal • Likely to become a critical hit			
48	**Dragon Rage**	-	100	10
	Dragon • Deals 40 damage, regardless of Type and Defense			
55	**Fire Spin**	15	70	15
	Changed Fire • Traps and attacks oppt. continuously for 2-5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Charizard #006



TYPE 1	TYPE 2
Fire	Flying

HP	280
ATTACK	180
DEFEND	170
SP. ATK.	210
SP. DEF.	170
SPEED	210

Evolve from Charmeleon.

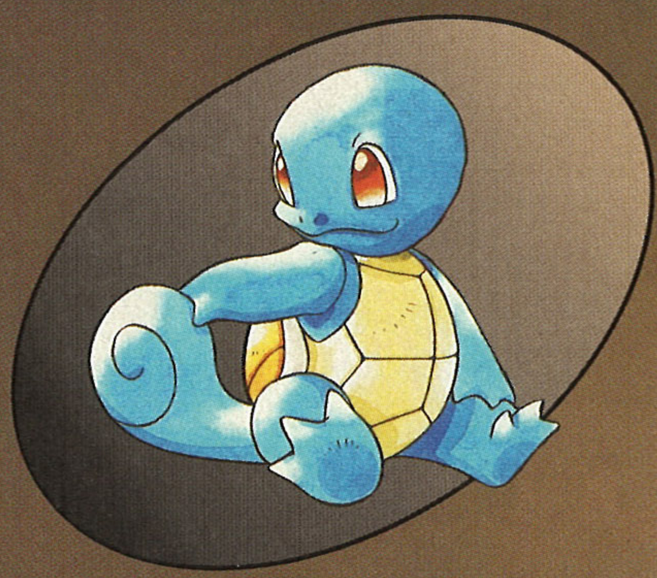
Evolution

Charmander	Charmeleon	Charizard
at level 0	at level 20	at level 36

LEVEL	Move	PWR.	ACC.	PP
start	**Scratch**	40	100	35
	Normal • No special properties			
start	**Growl**	-	100	40
	Normal • Reduces opponent's Defense			
7	**Ember**	40	100	25
	Fire • Added Effect: Burns opponent (10% success)			
13	**Smokescreen**	-	100	20
	Normal • Reduces opponent's Accuracy			
20	**Rage**	20	100	20
	Normal • If used continuously, Power grows as user is damaged			
27	**Scary Face**	-	90	10
	New Normal • Greatly reduces opponent's Speed			
34	**Flamethrower**	95	100	15
	Fire • Added Effect: Burns opponent (10% success)			
36	**Wing Attack**	60	100	35
	Powered Up Flying • No special properties			
44	**Slash**	70	100	15
	Normal • Likely to become a critical hit			
54	**Dragon Rage**	-	100	10
	Dragon • Deals 40 damage, regardless of Type and Defense			
64	**Fire Spin**			
	Changed Fire • Traps and attacks oppt. continuously for 2-5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Squirtle #007



TYPE 1	TYPE 2
Water	-

HP	220
ATTACK	130
DEFEND	150
SP. ATK.	120
SP. DEF.	140
SPEED	100

Must trade from Red/Blue/Yellow versions.

Evolution

Squirtle at level 0

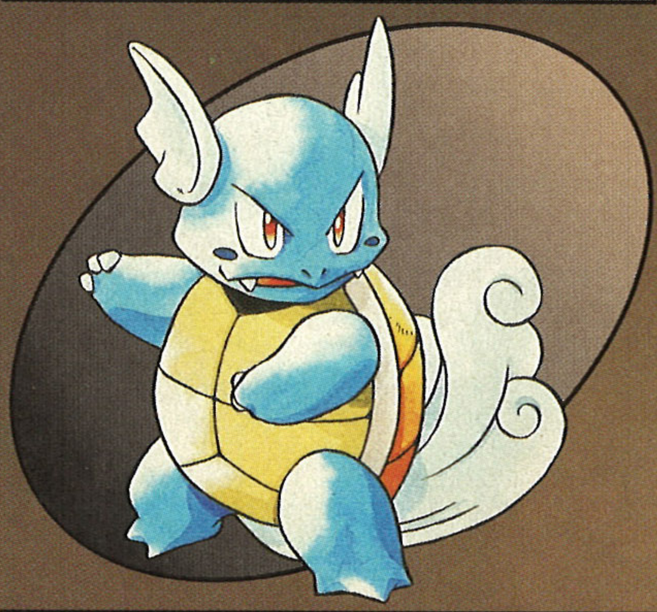
Wartortle at level 16

Blastoise at level 36

Level	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
4	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
7	**Bubble**	20	100	30
	Water • Added Effect: Reduces opponent's Speed (10%)			
10	**Withdraw**	-	-	40
	Water • Raises user's Defense			
13	**Water Gun**	40	100	25
	Water • No special properties			
18	**Bite**	60	100	25
	New Type Dark • Added Effect: Oppt. Flinches (30%)			
23	**Rapid Spin**	20	100	40
	New Normal • Escapes from continuous moves like Bind and Leech Seed			
28	**Protect**	-	-	10
	New Normal • Protects from any attack. If used again, success % decreases			
33	**Rain Dance**	-	-	5
	New Water • Raises power of Water-type attacks for 5 turns			
40	**Skull Bash**	100	100	15
	New Effect Normal • 2nd turn attack, also raises user's Defense			
47	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Wartortle #008



TYPE 1	TYPE 2
Water	-

HP	240
ATTACK	140
DEFEND	190
SP. ATK.	140
SP. DEF.	170
SPEED	140

Evolve from Squirtle.

Evolution

Squirtle at level 0

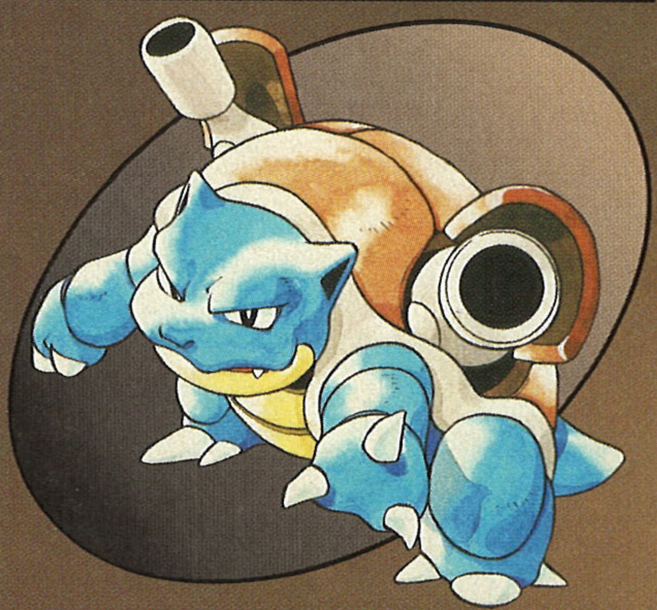
Wartortle at level 16

Blastoise at level 36

Level	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
4	**Tail Whip**	-	100	30
	Normal • Reduces opponent's Defense			
7	**Bubble**	20	100	30
	Water • Added Effect: Reduces opponent's Speed (10%)			
10	**Withdraw**	-	-	40
	Water • Raises user's Defense			
13	**Water Gun**	40	100	25
	Water • No special properties			
19	**Bite**	60	100	25
	New Type Dark • Added Effect: Oppt Flinches (30%)			
25	**Rapid Spin**	20	100	40
	New Normal • Escapes from continuous moves like Bind and Leech Seed			
31	**Protect**	-	-	10
	New Normal • Protects from any attack. If used again, success % decreases			
37	**Rain Dance**	-	-	5
	New Water • Raises power of Water-type attacks for 5 turns			
45	**Skull Bash**	100	100	15
	New Effect Normal • 2nd turn attack, also raises uer's Defense			
53	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Blastoise #009



TYPE 1	TYPE 2
Water	-

HP	290
ATTACK	180
DEFEND	210
SP. ATK.	190
SP. DEF.	220
SPEED	180

Evolve from Wartortle.

Evolution

Squirtle at level 0

Wartortle at level 16

Blastoise at level 36

Level	Move	PWR.	ACC.	PP
start	**Tackle**	35	95	35
	Normal • No special properties			
4	**Tail Whip**	-	100	20
	Normal • Reduces opponent's Defense			
7	**Bubble**	20	100	30
	Water • Added Effect: Reduces opponent's Speed (10%)			
10	**Withdraw**	-	-	40
	Water • Raises user's Defense			
13	**Water Gun**	40	100	25
	Water • No special properties			
19	**Bite**	60	100	25
	New Type Dark • Added Effect: Oppt Flinches (30%)			
25	**Rapid Spin**	20	100	40
	New Normal • Escapes from continuous moves like Bind and Leech Seed			
31	**Protect**	-	-	10
	New Normal • Protects from any attack. If used again, success % decreases			
42	**Rain Dance**	-	-	5
	New Water • Raises power of Water-type attacks for 5 turns			
55	**Skull Bash**	100	100	15
	New Effect Normal • 2nd turn attack, also raises uer's Defense			
68	**Hydro Pump**	120	80	5
	Water • No special properties			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Articuno #144

TYPE 1	TYPE 2
Ice	Flying

HP	320
ATTACK	180
DEFEND	220
SP. ATK.	220
SP. DEF.	280
SPEED	200

LEVEL	Move	PWR.	ACC.	PP
start	**Gust**	40	100	35
	Flying • No special properties			
start	**Powder Snow**	40	100	25
	New Ice • Added Effect: Freezes opponent (10% success)			
13	**Mist**	-	-	30
	Ice • Protects from all moves that lower abilities			
25	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
37	**Mind Reader**	-	100	5
	New Normal • User's next attack will always hit			
49	**Ice Beam**	95	100	10
	Ice • Added Effect: Freezes opponent (10% success)			
61	**Reflect**	-	-	20
	Psychic • Reduces damage from oppt.'s non-Special attacks by 1/2 for 5 turns			
73	**Blizzard**	120	70	5
	Ice • Added Effect: Freezes opponent (10% success)			

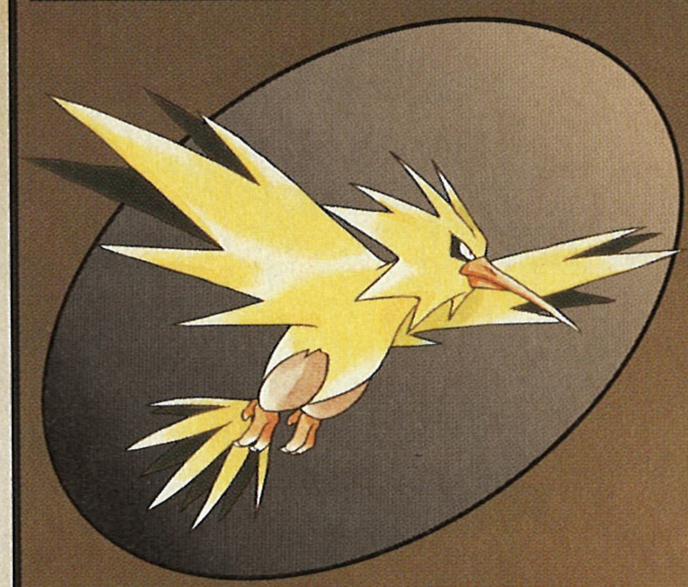
01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Must trade from Red/Blue/Yellow versions.

Evolution

Articuno at level 0

Zapdos #145



TYPE 1	TYPE 2
Electric	Flying

HP	300
ATTACK	190
DEFEND	200
SP. ATK.	260
SP. DEF.	190
SPEED	210

LEVEL	Move	PWR.	ACC.	PP
start	**Peck**	35	100	35
	Flying • No special properties			
start	**Thundershock**	40	100	30
	Electric • Added Effect: Paralyzes opponent (10% success)			
13	**Thunder Wave**	-	100	20
	Electric • Paralyzes opponent			
25	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
37	**Detect**	100	100	10
	New Fighting • Protects from any attack; if used again, success % decreases			
49	**Drill Peck**	80	100	20
	Flying • No special properties			
61	**Light Screen**	-	-	30
	Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns			
73	**Thunder**	120	70	10
	Electric • Added Effect: Paralyzes opponent (30% success)			

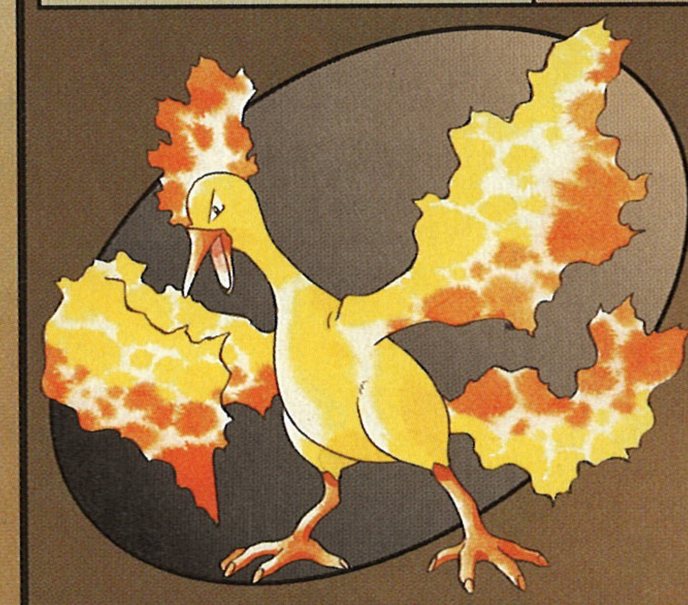
01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Must trade from Red/Blue/Yellow versions.

Evolution

Zapdos at level 0

Moltres #146



TYPE 1	TYPE 2
Fire	Flying

HP	300
ATTACK	230
DEFEND	210
SP. ATK.	270
SP. DEF.	190
SPEED	220

LEVEL	Move	PWR.	ACC.	PP
start	**Wing Attack**	60	100	35
	Powered Up Flying • No special properties			
start	**Ember**	40	100	25
	Fire • Added Effect: Burns oppt. (10% success)			
13	**Fire Spin**	15	70	15
	Changed Fire • Traps and attacks oppt. continuously for 2-5 turns			
25	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
37	**Endure**	-	-	10
	New Normal • User survives with 1 HP; if used again, success % decreases			
49	**Flamethrower**	95	100	15
	Fire • Added Effect: Burns oppt. (10% success)			
61	**Light Screen**	-	-	30
	Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns			
73	**Sky Attack**	140	90	5
	Flying • 2nd turn attack			

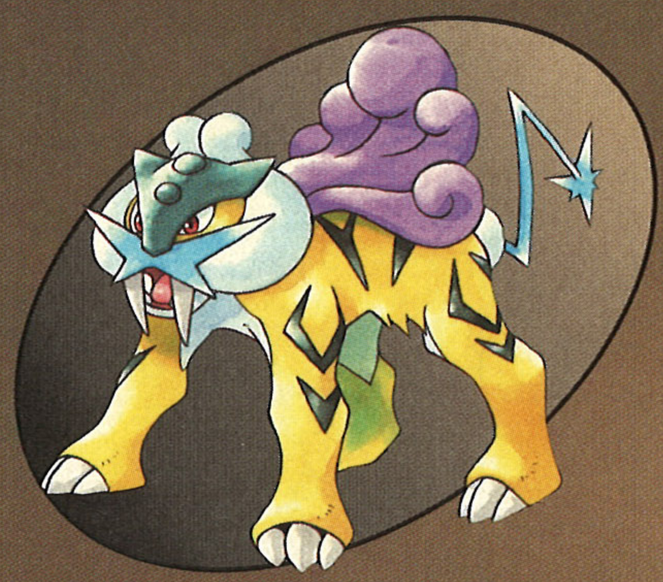
01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Must trade from Red/Blue/Yellow versions.

Evolution

Moltres at level 0

Raikou #243



TYPE 1	TYPE 2
Electric	-

HP	300
ATTACK	190
DEFEND	160
SP. ATK.	250
SP. DEF.	220
SPEED	250

LEVEL	Move	PWR.	ACC.	PP
41	Spark	65	100	20
	New Electric • Added Effect: Paralyzes oppt. (30% success)			
51	Reflect	-	-	20
	Psychic • Reduces damage from oppt.'s non-Special attacks by 1/2 for 5 turns			
61	Crunch	80	100	15
	New Dark • Added Effect: Reduces Special Defense (20%)			
71	Thunder	120	70	10
	Electric • Added Effect: Paralyzes oppt. (30% success)			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Catch in Johto Routes (only one exists) (see page 190).

Evolution

Raikou at level 0

Entei #244

TYPE 1	TYPE 2
Fire	-

HP	250
ATTACK	250
DEFEND	190
SP. ATK.	200
SP. DEF.	170
SPEED	220

LEVEL	Move	PWR.	ACC.	PP
41	Stomp	65	100	20
	Normal • Added Effect: Oppt. Flinches (30% success)			
51	Flamethrower	95	100	15
	Fire • Added Effect: Burns oppt. (10% success)			
61	Swagger	-	90	10
	New Normal • Confuses oppt. but greatly raises oppt.'s Attack			
71	Fire Blast	120	85	5
	Fire • Added Effect: Burns oppt. (10% success)			

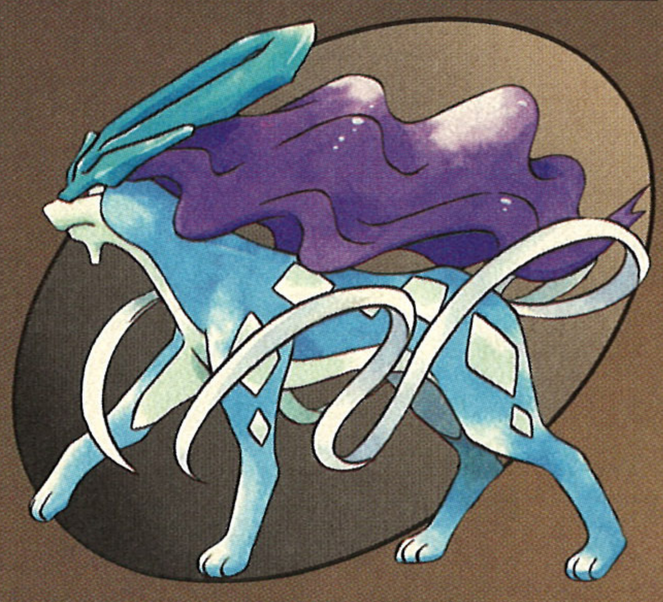
01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Catch in Johto Routes (only one exists) (see page 190).

Evolution

Entei at level 0

Suicune #245



TYPE 1	TYPE 2
Water	-

HP	330
ATTACK	170
DEFEND	250
SP. ATK.	200
SP. DEF.	250
SPEED	200

LEVEL	Move	PWR.	ACC.	PP
41	Bubblebeam	65	100	20
	Water • Added Effect: Reduces oppt.'s Speed (10%)			
51	Mist	-	-	30
	Ice • Protects from all moves that lower Pokémon abilities			
61	Mirror Coat	-	100	20
	New Psychic • Attacks 2nd, deals 2X Special damage just received			
71	Hydro Pump	120	80	5
	Water • No special properties			

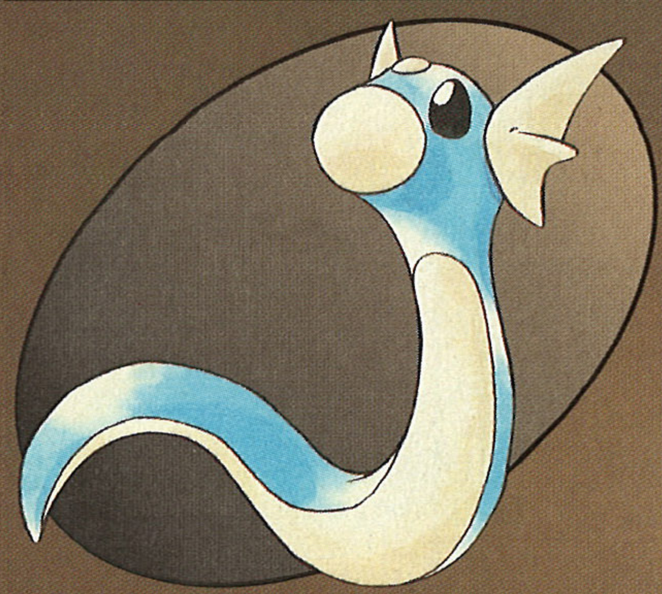
01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Catch in Johto Routes (only one exists) (see page 190).

Evolution

Suicune at level 0

Dratini #147



TYPE 1	TYPE 2
Dragon	-

HP	200
ATTACK	140
DEFEND	100
SP. ATK.	130
SP. DEF.	130
SPEED	140

G S

Catch in Route 45, Dragon's Den, win at Celadon Game Corner.

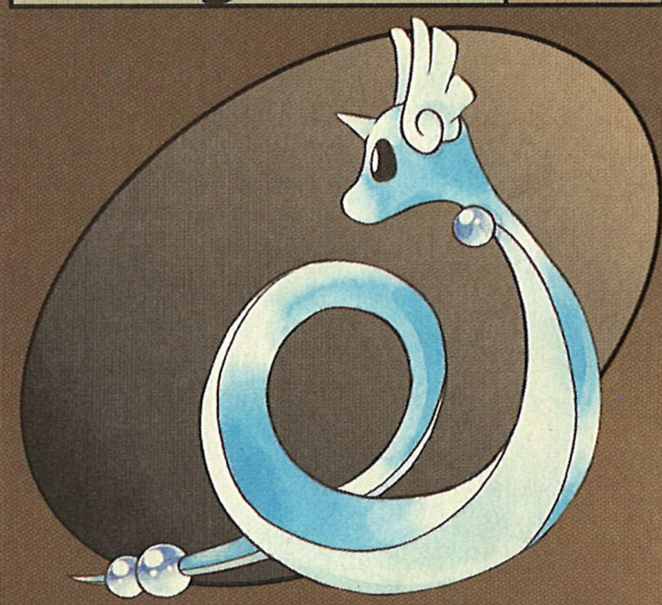
Evolution

Dratini	Dragonair	Dragonite
at level 0	at level 30	at level 55

LEVEL	Move	PWR.	ACC.	PP
start	**Wrap**	15	85	20
	Changed Normal • Traps and attacks oppt. continuously for 2-5 turns			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Thunder Wave**	-	100	20
	Electric • Paralyzes opponent			
15	**Twister**	40	100	20
	New Dragon • Added Effect: Oppt. Flinches (20%)			
22	**Dragon Rage**	-	100	10
	Dragon • Deals 40 damage, regardless of Type and Defense			
29	**Slam**	80	75	20
	Normal • No special properties			
36	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
43	**Safeguard**	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			
50	**Outrage**	90	100	15
	New Dragon • Attacks 2-3 turns in a row, then user becomes confused			
57	**Hyper Beam**	150	90	15
	Normal • User can't do anything on turn after attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Dragonair #148



TYPE 1	TYPE 2
Dragon	-

HP	200
ATTACK	200
DEFEND	170
SP. ATK.	170
SP. DEF.	170
SPEED	170

G S

Evolve from Dratini or catch in Route 45 & Dragon's Den.

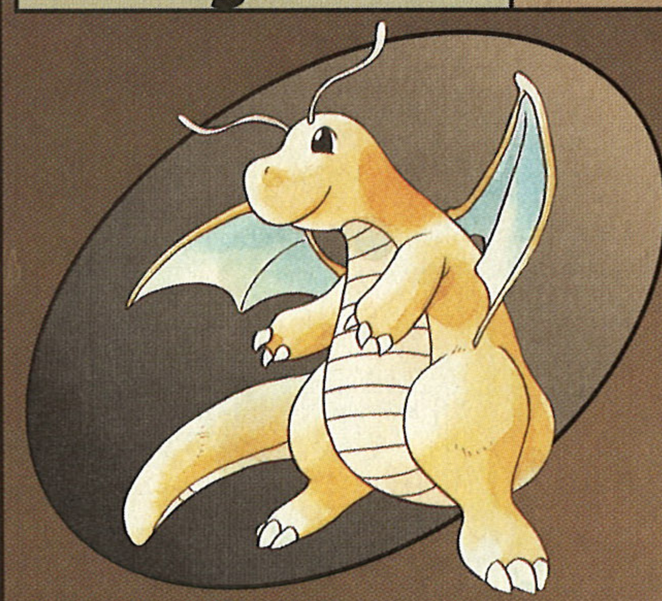
Evolution

Dratini	Dragonair	Dragonite
at level 0	at level 30	at level 55

LEVEL	Move	PWR.	ACC.	PP
start	**Wrap**	15	85	20
	Changed Normal • Traps and attacks oppt. continuously for 2-5 turns			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Thunderwave**	-	100	20
	Electric • Paralyzes opponent			
15	**Twister**	40	100	20
	New Dragon • Added Effect: Oppt. Flinches (20%)			
22	**Dragon Rage**	-	100	10
	Dragon • Deals 40 damage, regardless of Type and Defense			
29	**Slam**	80	75	20
	Normal • No special properties			
38	**Agility**	-	-	30
	Psychic • Greatly raises user's Speed			
47	**Safeguard**	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			
56	**Outrage**	90	100	15
	New Dragon • Attacks 2-3 turns in a row, then user becomes confused			
65	**Hyper Beam**	150	90	5
	Normal • User can't do anything on turn after attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Dragonite #149



TYPE 1	TYPE 2
Dragon	Flying

HP	320
ATTACK	280
DEFEND	210
SP. ATK.	230
SP. DEF.	230
SPEED	180

G S

Evolve from Dragonair.

Evolution

Dratini	Dragonair	Dragonite
at level 0	at level 30	at level 55

LEVEL	Move	PWR.	ACC.	PP
start	**Wrap**	15	85	20
	Changed Normal • Traps and attacks oppt. continuously for 2-5 turns			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Thunderwave**	-	100	20
	Electric • Paralyzes opponent			
15	**Twister**	40	100	20
	New Dragon • Added Effect: Oppt. Flinches (20%)			
22	**Dragon Rage**	-	100	10
	Dragon • Deals 40 damage, regardless of Type and Defense			
29	**Slam**	80	75	20
	Normal • No special properties			
38	**Agility**	90	85	20
	Psychic • Greatly raises user's Speed			
47	**Safeguard**	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			
55	**Wing Attack**	60	100	35
	Powered Up Flying • No special properties			
61	**Outrage**	90	100	15
	New Dragon • Attacks 2-3 turns in a row, then user becomes confused			
75	**Hyper Beam**	150	90	5
	Normal • User can't do anything on turn after attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Larvitar #246

TYPE 1	TYPE 2
Rock	Ground

HP	220
ATTACK	160
DEFEND	120
SP. ATK.	110
SP. DEF.	120
SPEED	100

G S

Catch in Mt. Silver.

Evolution

Larvitar at level 0

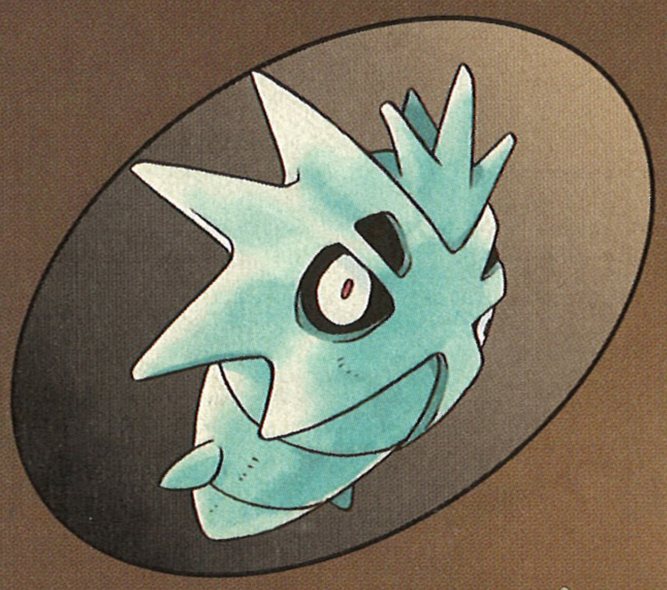
Pupitar at level 30

Tyranitar at level 55

Level	Move	PWR.	ACC.	PP
start	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30%)			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Sandstorm**	-	-	10
	New Rock • Hurts both Pokémon each turn, except Rock, Steel, & Ground-types			
15	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
22	**Rock Slide**	75	90	10
	New Effect Rock • Added Effect: Opponent Flinches (30%)			
29	**Thrash**	90	100	20
	Normal • Attacks 2-3 times in a row, then user becomes confused			
36	**Scary Face**	-	90	10
	New Normal • Greatly reduces opponent's Speed			
43	**Crunch**	80	100	15
	New Dark • Added Effect: Reduces Special Defense (20%)			
50	**Earthquake**	100	100	10
	Ground • No special properties			
57	**Hyper Beam**	150	90	5
	Normal • User can't do anything on turn after attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Pupitar #247



TYPE 1	TYPE 2
Rock	Ground

HP	270
ATTACK	190
DEFEND	170
SP. ATK.	140
SP. DEF.	150
SPEED	120

G S

Evolve from Larvitar.

Evolution

Larvitar at level 0

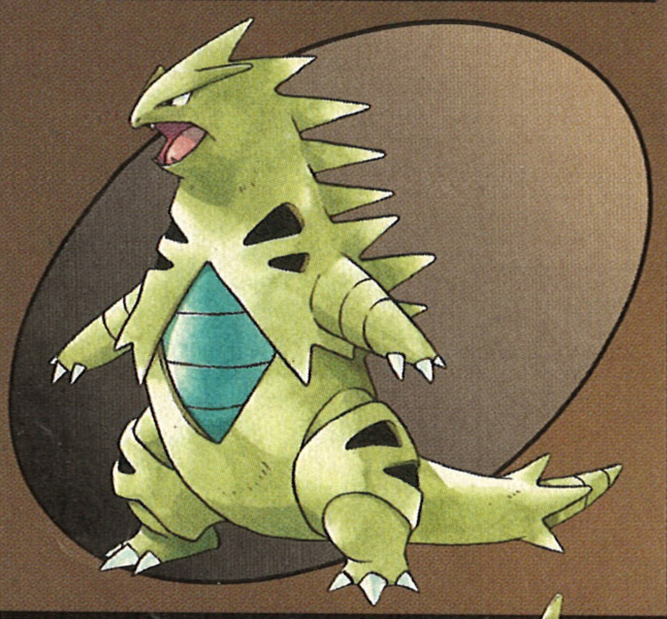
Pupitar at level 30

Tyranitar at level 55

Level	Move	PWR.	ACC.	PP
start	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30%)			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Sandstorm**	-	-	10
	New Rock • Hurts both Pokémon each turn, except Rock, Steel, & Ground-types			
15	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
22	**Rock Slide**	75	90	10
	New Effect Rock • Added Effect: Opponent Flinches (30%)			
29	**Thrash**	90	100	20
	Normal • Attacks 2-3 times in a row, then user becomes confused			
38	**Scary Face**	-	90	10
	New Normal • Greatly reduces opponent's Speed			
47	**Crunch**	80	100	15
	New Dark • Added Effect: Reduces Special Defense (20%)			
56	**Earthquake**	100	100	10
	Ground • No special properties			
65	**Hyper Beam**	150	90	5
	Normal • User can't do anything on turn after attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Tyranitar #248



TYPE 1	TYPE 2
Rock	Dark

HP	310
ATTACK	290
DEFEND	240
SP. ATK.	150
SP. DEF.	220
SPEED	140

G S

Evolve from Pupitar.

Evolution

Larvitar at level 0

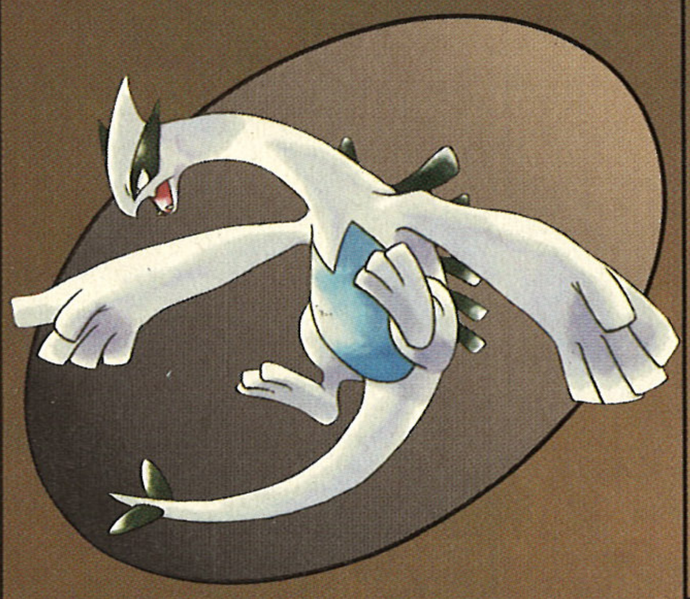
Pupitar at level 30

Tyranitar at level 55

Level	Move	PWR.	ACC.	PP
start	**Bite**	60	100	25
	New Type Dark • Added Effect: Opponent Flinches (30%)			
start	**Leer**	-	100	30
	Normal • Reduces opponent's Defense			
8	**Sandstorm**	-	-	10
	New Rock • Hurts both Pokémon each turn, except Rock, Steel, & Ground-types			
15	**Screech**	-	85	40
	Normal • Greatly reduces opponent's Defense			
22	**Rock Slide**	75	90	10
	New Effect Rock • Added Effect: Opponent Flinches (30%)			
29	**Thrash**	90	100	20
	Normal • Attacks 2-3 times in a row, then user becomes confused			
38	**Scary Face**	-	90	10
	New Normal • Greatly reduces opponent's Speed			
47	**Crunch**	80	100	15
	New Dark • Added Effect: Reduces Special Defense (20%)			
61	**Earthquake**	100	100	10
	Ground • No special properties			
75	**Hyper Beam**	150	90	5
	Normal • User can't do anything on turn after attack			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Lugia #249



TYPE 1	TYPE 2
Psychic	Flying

HP	330
ATTACK	210
DEFEND	280
SP. ATK.	210
SP. DEF.	340
SPEED	240

G S

Catch in Whirl Islands (only one exists).

Evolution

Lugia at level 0

LEVEL	Move	PWR.	ACC.	PP
start	Aeroblast	100	95	5
	New Flying • Likely to become a critical hit			
11	Safeguard	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			
22	Gust	40	100	35
	Flying • No special properties			
33	Recover	-	-	20
	Normal • Refills 1/2 of Max HP			
44	Hydro Pump	120	80	5
	Water • No special properties			
55	Rain Dance	-	-	5
	New Water • Raises Power of Water-type attacks for 5 turns			
66	Swift	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			
77	Whirlwind	-	100	20
	Changed Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon			
88	Ancient Power	60	100	5
	New Rock • Added Effect: Raises all user's abilities (10% success)			
99	Future Sight	80	90	15
	New Psychic • Attacks oppt. 2 turns later			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Ho-oh #250

TYPE 1	TYPE 2
Fire	Flying

HP	330
ATTACK	270
DEFEND	190
SP. ATK.	240
SP. DEF.	330
SPEED	200

G S

Catch in Tin Tower (only one exists).

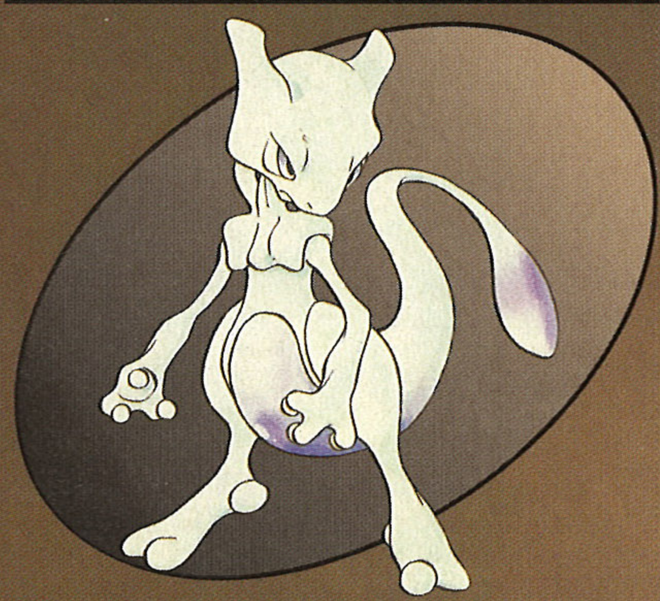
Evolution

Ho-oh at level 0

LEVEL	Move	PWR.	ACC.	PP
start	Sacred Fire	100	95	5
	New Fire • Added Effect: Burns opponent (50% success)			
11	Safeguard	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			
22	Gust	40	100	35
	Flying • No special properties			
33	Recover	-	-	20
	Normal • Refills 1/2 of Max HP			
44	Fire Blast	120	85	5
	Fire • Added Effect: Burns opponent (10% success)			
55	Sunny Day	-	-	5
	New Fire • Raises Power of Fire-type attacks for 5 turns			
66	Swift	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			
77	Whirlwind	-	100	20
	Changed Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon			
88	Ancient Power	60	100	5
	New Rock • Added Effect: Raises all user's abilities (10% success)			
99	Future Sight	80	90	15
	New Psychic • Attacks oppt. 2 turns later			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Mewtwo #150



TYPE 1	TYPE 2
Psychic	-

HP	330
ATTACK	240
DEFEND	200
SP. ATK.	340
SP. DEF.	210
SPEED	290

Must trade from Red/Blue/Yellow versions.

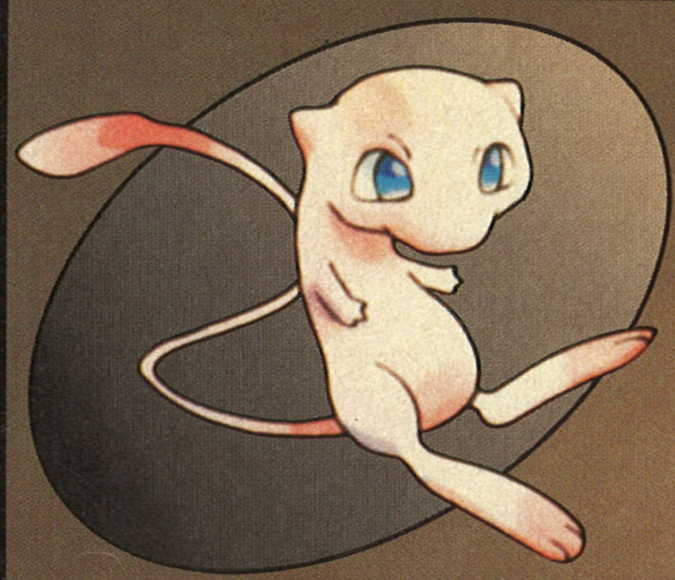
Evolution

Mewtwo at level 0

LEVEL	Move	PWR.	ACC.	PP
start	Confusion	50	100	25
	Psychic • Added Effect: Confuses opponent (10% success)			
start	Disable	-	55	20
	Changed Normal • Disable oppt.'s last used move for a few turns			
11	Barrier	-	-	30
	Psychic • Greatly raises user's Defense			
22	Swift	60	-	20
	Normal • Always hits (except during oppt.'s Dig, Fly, etc.)			
33	Psych Up	-	-	10
	New Normal • Oppt.'s moves with beneficial effects also affect your Pokémon			
44	Future Sight	80	90	15
	New Psychic • Attacks oppt. 2 turns later			
55	Mist	-	-	30
	Ice • Protects from all moves that lower Pokémon abilities			
66	Psychic	90	100	10
	Psychic • Added Effect: Reduces oppt.'s Special Defense (10%)			
77	Amnesia	-	-	20
	Changed Psychic • Greatly raises user's Special Defense			
88	Recover	-	-	20
	Normal • Refills 1/2 of Max HP			
99	Safeguard	-	-	25
	New Normal • Protects all Pokémon from status conditions for 5 turns			

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

Mew #151



TYPE 1	TYPE 2
Psychic	-

HP	330
ATTACK	270
DEFEND	190
SP. ATK.	240
SP. DEF.	330
SPEED	200

LEVEL	Move	PWR.	ACC.	PP
start	Pound	40	100	35
	Normal • No special properties			
10	Transform	-	-	10
	Normal • User becomes copy of opponent, but keeps own stats			
20	Mega Punch	80	85	20
	Normal • No special properties			
30	Metronome	-	-	10
	Normal • Uses a randomly selected technique			
40	Psychic	90	100	10
	Normal • Added Effect: Reduces opponent's Special Defense (10% success)			
50	Ancient Power	60	100	5
	New Rock • Added Effect: Raises all user's abilities (10% success)			

Must trade from Red/Blue/Yellow versions.

Evolution

Mew at level 0

01	Dynamic Punch	30	Shadow Ball
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
04	Rollout	33	Ice Punch
05	Roar	34	Swagger
06	Toxic	35	Sleep Talk
07	Zap Cannon	36	Sludge Bomb
08	Rock Smash	37	Sandstorm
09	Psych Up	38	Fire Blast
10	Hidden Power	39	Swift
11	Sunny Day	40	Defense Curl
12	Sweet Scent	41	Thunder Punch
13	Snore	42	Dream Eater
14	Blizzard	43	Detect
15	Hyper Beam	44	Rest
16	Icy Wind	45	Attract
17	Protect	46	Thief
18	Rain Dance	47	Steel Wing
19	Giga Drain	48	Fire Punch
20	Endure	49	Fury Cutter
21	Frustration	50	Nightmare
22	Solar Beam	HM's	
23	Iron Tail	01	Cut
24	Dragonbreath	02	Fly
25	Thunder	03	Surf
26	Earthquake	04	Strength
27	Return	05	Flash
28	Dig	06	Whirlpool
29	Psychic	07	Waterfall

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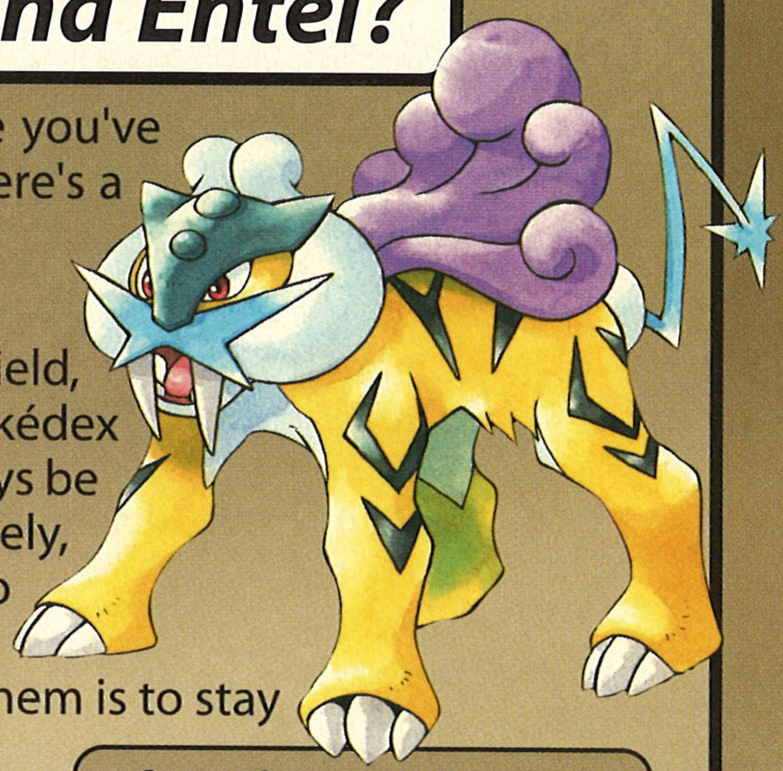
How Can I Catch Raikou, Suicune, and Entei?

Catching Raikou, Entei, and Suicune can be a grueling ordeal. But once you've spotted each member of this trio of wandering Legendary Pokémon, there's a definite science to making them yours.

These Pokémon get around, but your Pokédex is keeping track.

Where Can I Find Them?

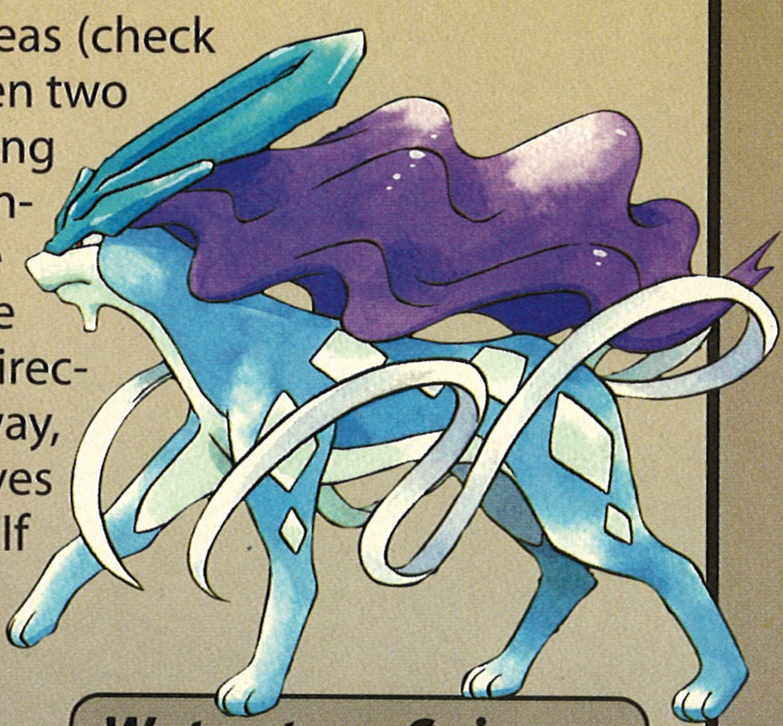
Once you've run into one of this trio on the field, you can select the "Area" command in its Pokédex entry to see its current location, which will always be one of the "Route" areas of Johto. Unfortunately, these three are constantly on the move, so when you get to its spot on the map, it will probably be long gone. The best way to hunt them is to stay where you are and let them come to you.


Electric-type Raikou

An example of a threshold: In the top picture, the character is on Route 31. In the bottom, he's on Route 30. Every time you cross that line, each beast moves to a new Route.

How Do I Do That?

Whenever you cross the threshold between areas (check your map to find the exact dividing line between two routes, or a route and a town), each Wandering Legendary Pokémon moves one route in a random direction. Fly to a central location, like Violet City, and check to see if any of the Legends are two routes away from you in any direction. If you spot one just the right distance away, head in that direction in the hope that it moves towards you and you end up in the same area. If there are none in range, just Fly to Violet again to shuffle up their locations, and repeat until you manage to intercept one.


Water-type Suicune

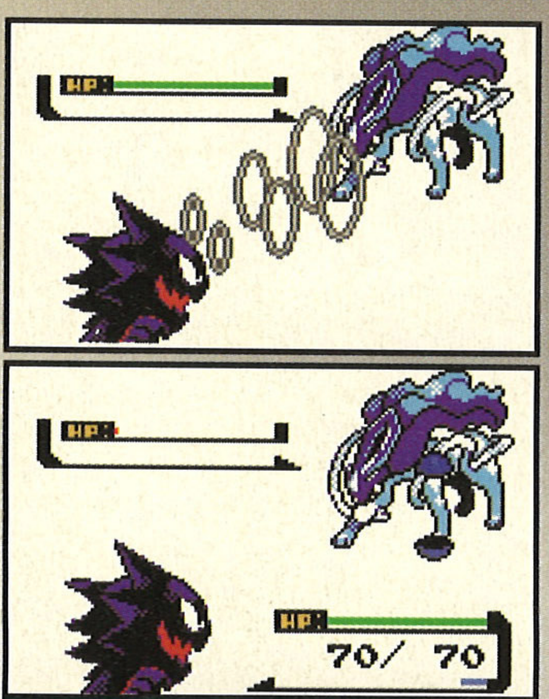
Then What?

Use a Repel (you'll want to buy a few dozen before you begin), then wander the grassy areas with a starting Pokémon that's under level 40 (but higher level than the wild Pokémon in that area). This will prevent all Pokémon encounters except for the Legendary Pokémon. If you don't use a Repel, your odds of meeting the Legendary Pokémon are still fairly slim, and they may move on before you get to fight.

Fire-type Entei

How Can I Keep Them From Running Away?

Use Sleep. Moves like Mean Look are tempting, but all three know the "Roar" technique and will use it to end the fights if you try a trick like that. You have only one shot at it, so make sure your starter knows a good Sleep technique. But there's always a good chance that the Legendary Pokémon will run before you can even use your sleep move. You'll just have to fly back and try again (over and over and over again - try not to get discouraged).



Use Hypnosis or a similar move to put it to Sleep, whittle its health down with safe moves like Night Shade, and then use that Speed Ball.

When you do get them asleep, start whittling down their health. Techniques like Night Shade and False Swipe are useful, since there's no chance you'll get a critical hit and accidentally K.O. your prey. But if you do overdo it, you'll want to reset the game. Like all Legendary Pokémons, these three disappear for good if

they're Knocked Out.

If it runs away before you can catch it (and this will happen several times), don't worry: The damage you've already done will not heal before you fight it again.

What Balls Should I Use?

You might as well use the Master Ball on one of them (after all, Lugia and Ho-oh aren't going anywhere), which saves you the trouble of doing the whole Sleep/damage thing. For the others, don't even try to use a ball until they have only a sliver of health and are sound asleep. Then try Speed Balls, Heavy Balls, and Friendship Balls. The odds of catching one with a Hyper Ball are pretty much nil.

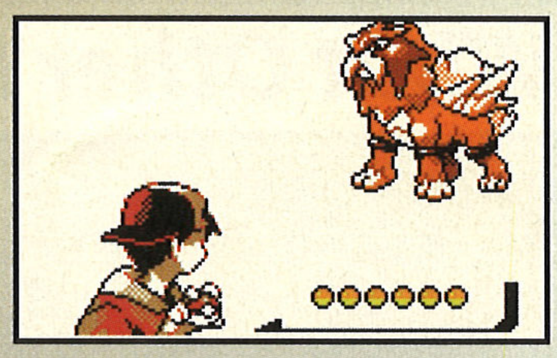
Of course, none of this is possible until you free Raikou, Suicune and Entei from Ecruteak's Burned Tower.

What if I Haven't Even Seen Them Yet?

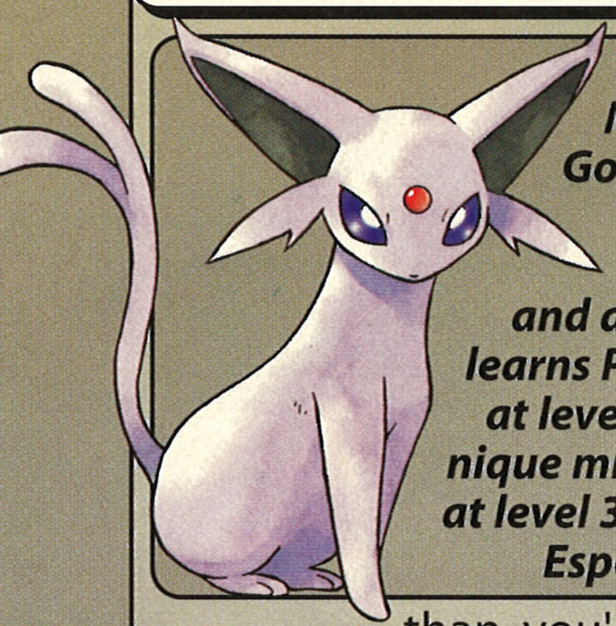
If you did the event at Ecruteak City but never ran into one or more of them afterwards, you'll have to wander the fields until you do. Use Repels to prevent other Pokémon encounters, and you'll run into them eventually. If you're only missing one, it's likely to pop up while you hunt for the other two.

Are They Worth It?

Using all the tips outlined above, it took me about four hours to catch all three Legendary Pokémons. As Legendary Pokémon, it's a little disappointing that they don't learn their type's most powerful technique until level 71. But they each learn a solid attack at level 41 (and Entei learns the excellent Flamethrower at level 51). And while their stats are roughly in line with the three Legendary Birds from Red/Blue/Yellow, they're more useful in competitive play, since their lack of flying makes them far less vulnerable to widely-used Lightning Pokémon. They're probably the best Pokémon of their types, but only at extremely high levels.



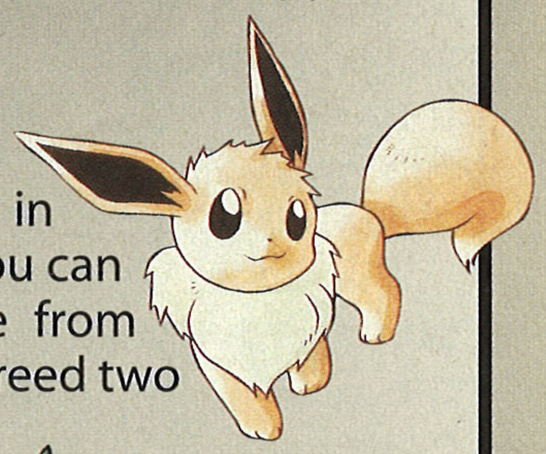
How Can I Get Both New Eevee Evolutions?



Espeon

There's no Mewtwo in Gold/Silver, but Espeon is the next best thing. It has good HP, Speed, and Special Defense, and a phenomenal Special Attack. It learns Psybeam at level 36 and Psychic at level 47, but its most valuable technique might be Bite, which Eevee learns at level 30. With a Dark-type technique, Espeon can beat any other Psychic.

There are two new evolutions for Eevee in Gold and Silver: Espeon and Umbreon. Both evolve based on mood, so you'll need to pamper your Eevee for a long time to get either (see page 11). When your Eevee is as tame as possible, it will evolve the next time it goes up a level. If this happens during the morning or day, you'll get an Espeon. If it happens at night, you'll get an Umbreon.



Can I Get More Eevee?

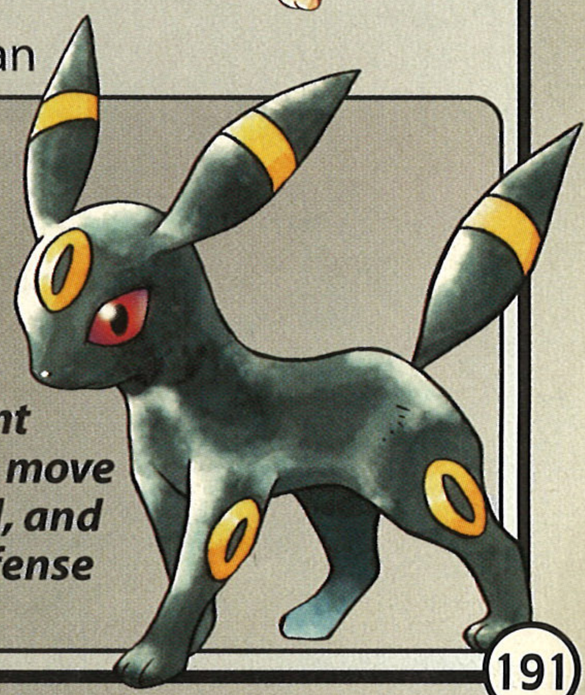
You can, and it's a lot easier than you'd think. Bill gives you your first Eevee after you meet him in Ecruteak (see page 42), and that's all you need to breed up a small army of them. You can get another Eevee at the Celadon Game Corner, or breed it with your Eevee from Red/Blue/Yellow. It doesn't matter whether or not either Eevee has evolved; If you breed two Jolteon, the egg will hatch into an Eevee, not another Jolteon.

If your Eevee don't like each other (it happens), or are the same gender, you can always try a Ditto. If they don't like each other, you can use any similar Pokémon of the opposite gender. A good rule of thumb is that most Pokémon who share the same icon (that's Eevee's icon on the left) can breed. I got an Eevee from breeding my Espeon with a Cyndaquil!

In Gold and Silver it's easier than ever to put together a team of all six Eevee evolutions. And with the addition of Espeon and Umbreon, that team will be quite powerful.

Umbreon

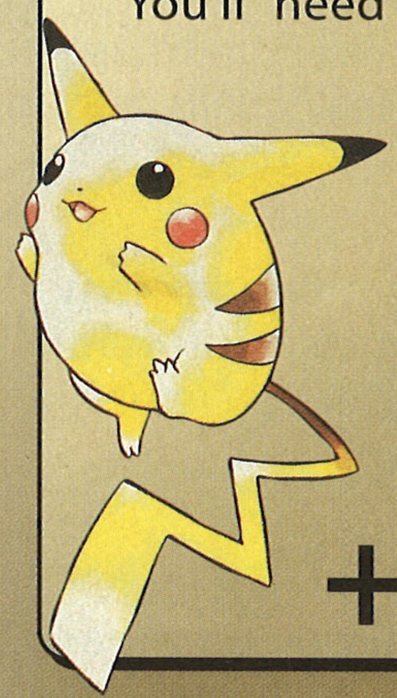
Umbreon is the game's only pure Dark-type Pokémon. It's a useful type, but Umbreon doesn't learn many Dark-type attacks... Only Faint Attack at level 36. But healing move Moonlight (at level 52) is cool, and Umbreon has really good Defense and Special Defense scores.

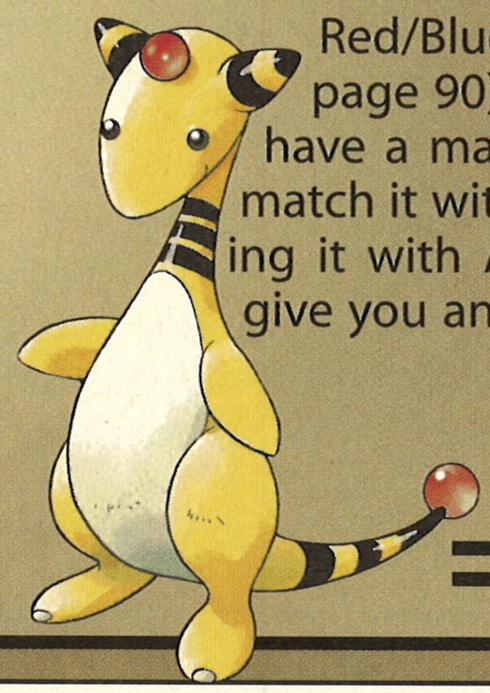


Where Can I Get a Pichu?

Pichu, the baby form of Pikachu, is one of the most anxiously awaited Pokémon in Gold and Silver. But, like most baby Pokémon, getting one can be a lot of work.

You'll need to start with at least one Pikachu. Either import one from Red/Blue/Yellow, or catch a new one on Route 2 (see page 90). Then take it to the Day Care Center. If you have a male/female pair, great! If not, you'll need to match it with a similar Pokémon (I've had success breeding it with Ampharos and Jolteon, although Jolteon may give you an Eevee). If you're lucky, you'll get an Egg that will eventually hatch into an adorable level 5 Pichu! If you take very good care of it, Pichu will evolve into a Pikachu (based on taming), and can learn a few moves Pikachu couldn't otherwise learn (Lovely Kiss, for example).



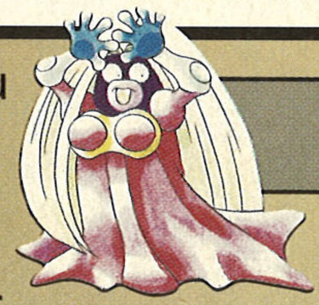


What Other Baby Pokémon Are There?

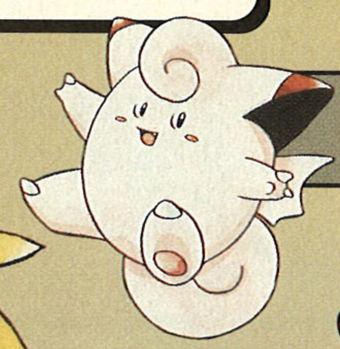
There are eight new baby Pokémon. You can get two of them (Togepi and the already-hatched Tyrogue) from storyline events, but breeding is the only way to get the other six. They're listed with their parents here (except for Pichu, shown above), but remember that you can usually use a Ditto or a different Pokémon with a similar type or similar icon to replace one of the parents. In fact, this will be necessary for some of them, since Jynx is always female and Hitmonlee, Hitmonchan, and Hitmontop are always male.

All of these Pokémon can evolve into their parent forms (many of them do it based on mood), and those Pokémon will be stronger for the experience. Going through the egg stage of evolution is also the only way for them to learn certain moves, like Psychic for Jynx.

One more thing: Baby Pokémon can't breed! If you want more, you'll have to breed the parents again, or wait until the babies evolve.

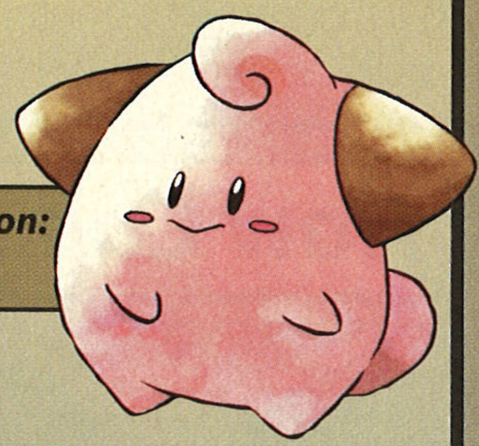


Parent: Jynx

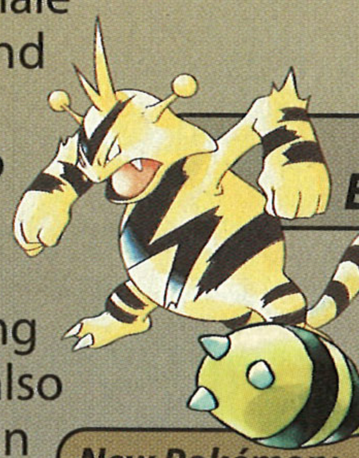


Parent: Clefairy/Clefable

New Pokémon: Smoochum

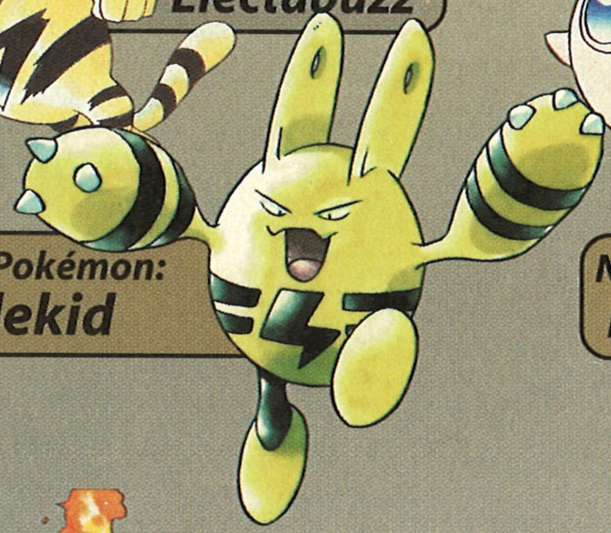


New Pokémon: Cleffa

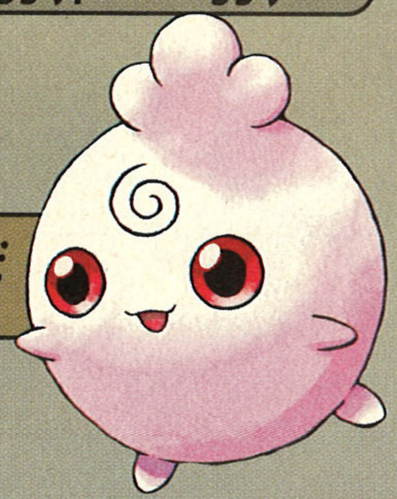


Parent: Electabuzz

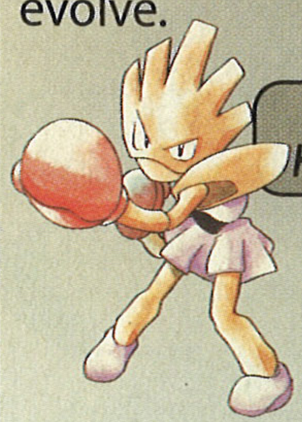
Parent: Jigglypuff/Wigglytuff



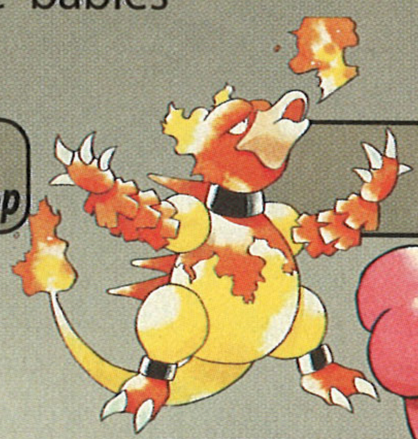
New Pokémon: Elekid



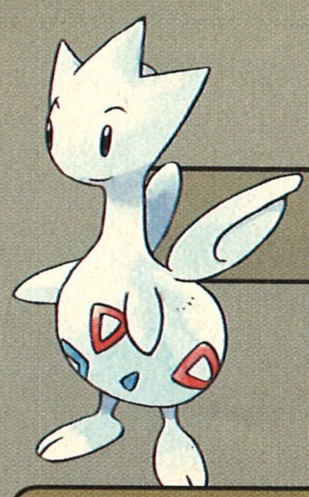
New Pokémon: Igglybuff



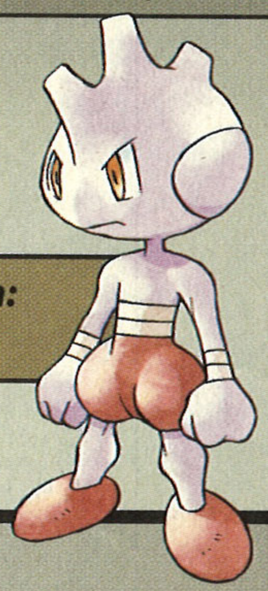
Parent: Hitmonchan/Hitmonlee/Hitmontop



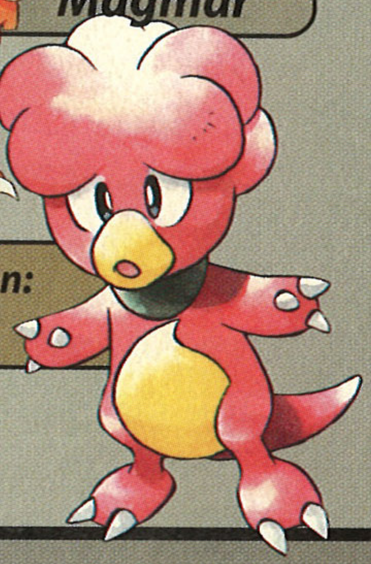
Parent: Magmar



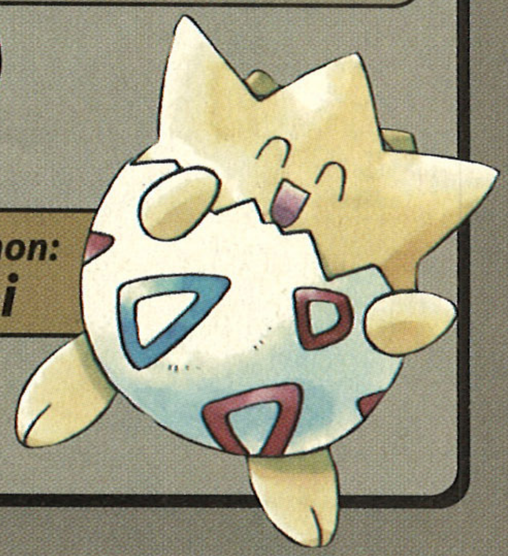
Parent: Togetic



New Pokémon: Tyrogue



New Pokémon: Magby



New Pokémon: Togepi

Where Are All of the Evolution Stones?

This man on Route 24/25 has the only Thunder, Fire, Water, and Leaf Stones you can get in the game.

That's a good question. Evolution Stones are far rarer in Gold and Silver than they were in Red/Blue/Yellow, and there are nowhere near enough to evolve every Pokémon that needs them (see page 10-11 for the list). You can either import most of the evolved forms from Red/Blue/Yellow, or try to get really lucky with a Mystery Gift. Here's the breakdown:

Sun Stone: You'll get this new stone every time you win the Bug-Catching Contest (see page 40).

Moon Stone: These are still fairly common. You can find them in game areas like Route 26's Tohjo Falls (see page 72), and you can get one every time you go to Mt. Moon on a Monday night.

Fire/Thunder/Water/Leaf Stones: There are only two ways to get these stones. One is to visit the old man who's house-sitting for Bill on Route 25 (see page 84). Bring him the Pokémon he wants, and he'll give you a Stone each time you get it right. After the fifth time, you'll have a full set (the first stone is an Everstone).

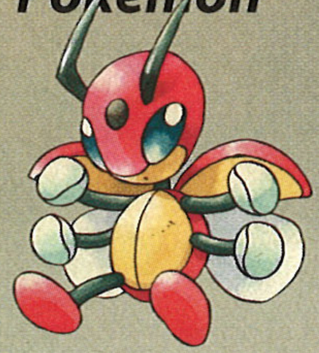
The only other way is as a random item from Mystery Gift (see page 8). The Stones are rare, but there's no limit to the amount you can get. Since they're random, you won't always get the kind you want, but you can always trade them with friends (by having Pokémon hold the Stones and then trading the Pokémon).

The only other way to get Thunder/Fire/Water/Leaf Stones is through the Mystery Gift option.

Where Do I Catch the Pokémon Exclusive to My Version?

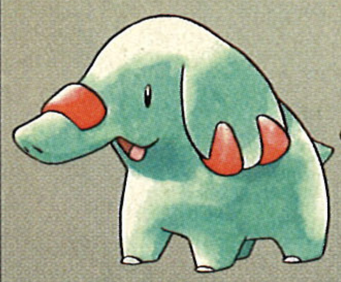
Exclusive Silver Pokémon

#165 Ledyba

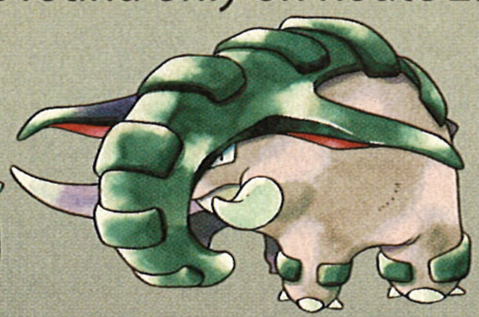


#166 Ledian

Ledyba is found on Routes 30, 31, 37, and 2. Ledian is found only on Route 2.



#231 Phanpy



#232 Donphan

Base form Phanpy is found only on Route 45. Donphan can be found on Mt. Silver, Victory Road, and Route 28.

#225 Delibird

#227 Skarmory

Delibird is found only in the Ice Path. Skarmory is found only on Route 45.

Silver hosts Ledyba (which evolves into Ledian at level 18), Phanpy (which evolves into Donphan at level 25), Delibird and Skarmory. Gold is home to Spinarak (which evolves into Ariados at level 22), Teddiursa (which evolves into Ursaring at level 30), Gligar and Mantine.

Also note that there are a few old Pokémon exclusive to each version: Vulpix and Meowth (and evolved forms Ninetales and Persian) only appear in the Silver version, while Growlithe and Mankey (and evolved forms Arcanine and Primeape) only appear in Gold. Of course, they can also be imported from Red/Blue/Yellow.

Exclusive Gold Pokémon

#167 Spinarak

#168 Ariados

Spinarak is found on Routes 30, 31, 37, and 2. Ariados is found only on Route 2.

#216 Teddiursa

#217 Ursaring

Base form Teddiursa is found only on Route 45. Ursaring can be found on Mt. Silver, Victory Road, and Route 28.

#207 Gligar

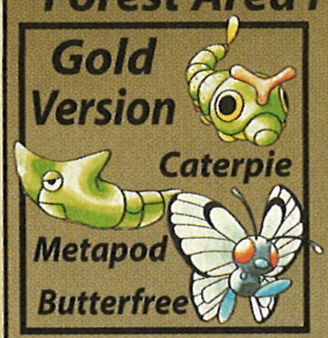
#226 Mantine

Gligar is found only on Route 45. Mantine is found only on Route 41.

Where are Aipom, Heracross, and Pineco?

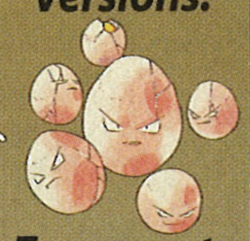
Forest Area Pokémon:

Gold Version

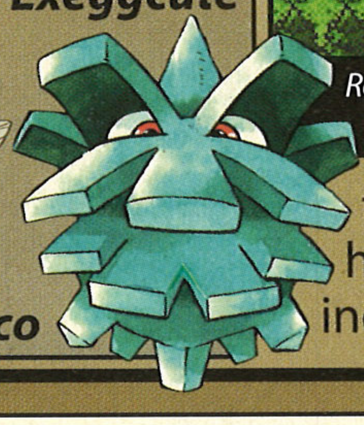


Silver Version

Both Versions:



Exeggcute



Pineco

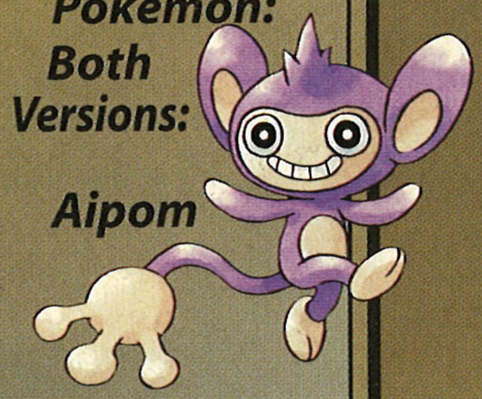
Route 42 is your first opportunity to catch Mountain Area Pokémon.

These three Pokémon only live in trees. If you've missed them, go to page 31 and read up on the art of using Headbutt, the move that can knock them out of their nests.

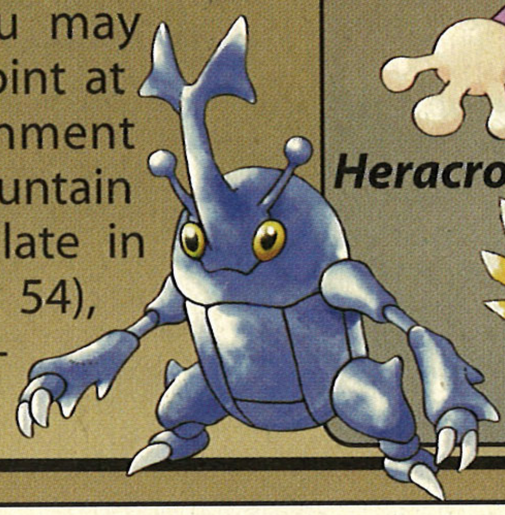
If you've found Pineco but not the other two, you may have missed the point at which the environment changed. The mountain areas that appear late in the game, starting with Route 42 (page 54), have trees with different Pokémon, including Aipom and Heracross.

Mountain Area Pokémon:

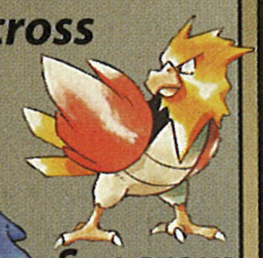
Both Versions:



Aipom

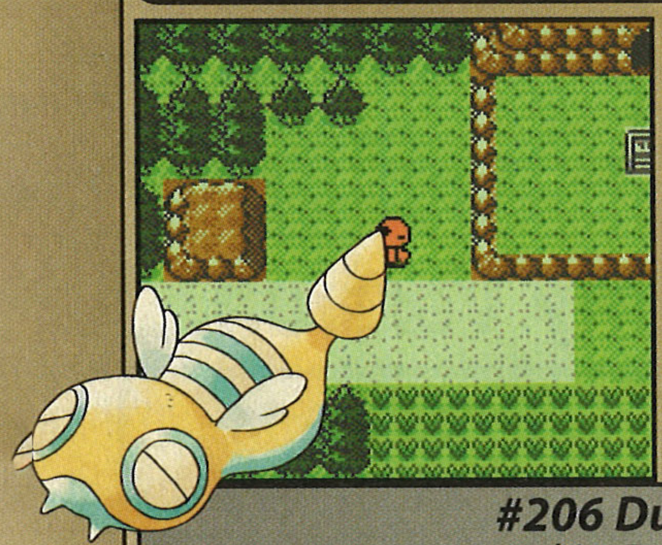


Heracross

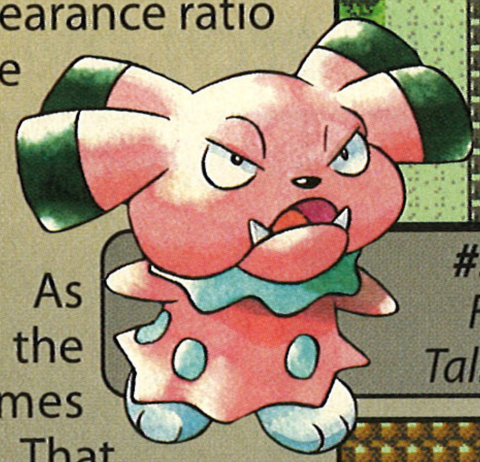


Spearow

Where Can I Catch Yanma, Remoraid, Qwilfish, etc.?



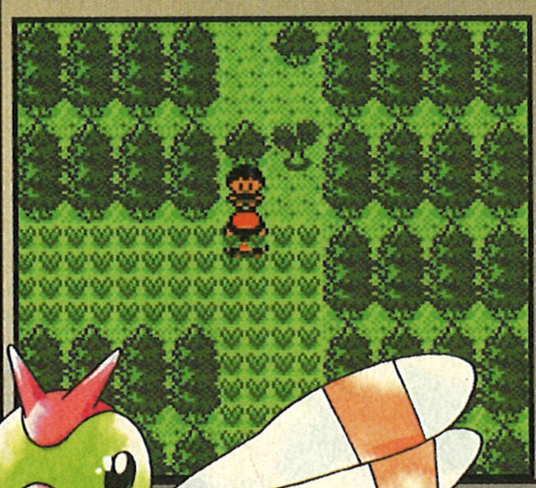
You've probably seen Marill, Snubbull, Remoraid, and Qwilfish in the rosters of junior trainers you've faced, but never in the wild. That's because their rates of appearance are so incredibly low that we had to round *up* to get them to an even 1% in our appearance ratio charts. Two more Pokémon (Dunsparce and Yanma) don't appear in trainer rosters, but follow this same pattern.

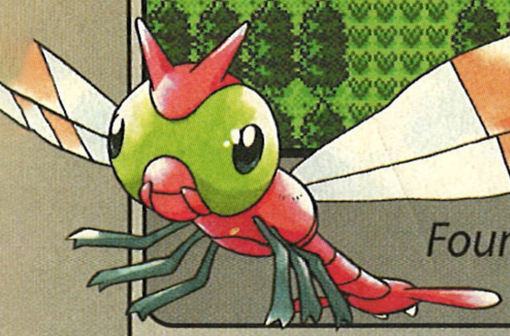


#206 Dunsparce
Found in Dark Cave. Talk to Anthony on Route 33

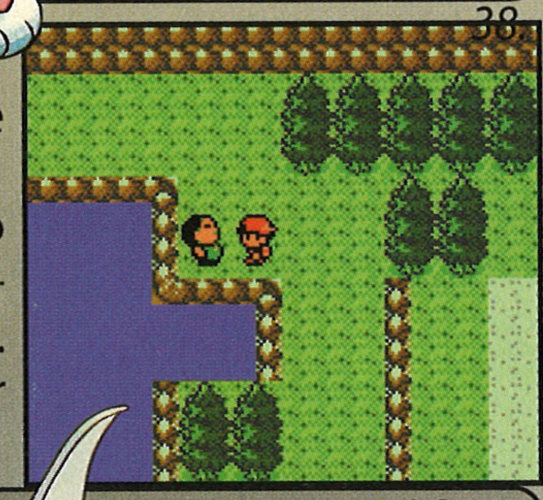
#209 Snubbull
Found on Route 38. Talk to Chad on Route 38.

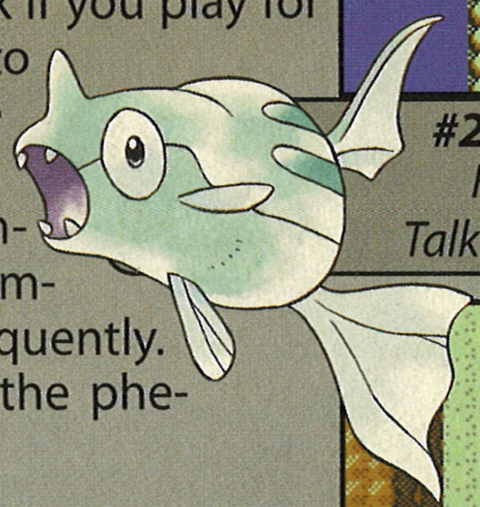
How do you catch them? As you've probably noticed in the walk-through, we sometimes refer to them as Pokémon that "swarm." That means that every now and then, these super-rare Pokémon will become relatively common (appearing 1 in ever 4 or 5 fights) in the one area where they live. To find out about these events, you'll need to defeat certain trainers and trade phone numbers with them. Every now and then (about once a week if you play for a couple of hours per day) they'll call to tell you about a swarm. The swarms won't occur if you haven't traded phone numbers, so you can't simply stumble upon a swarm by checking back frequently. See page 10 for more information on the phenomenon of swarms. Happy hunting!



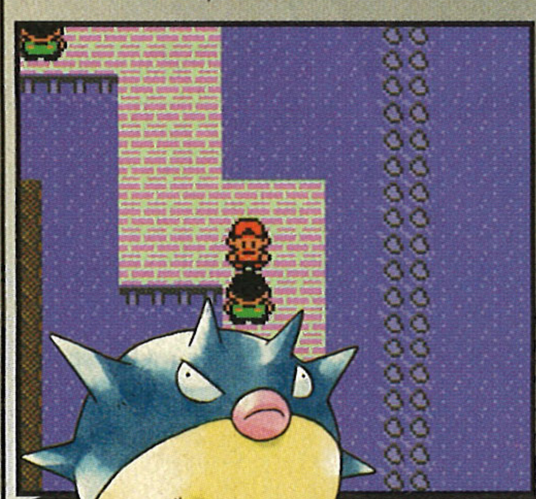


#193 Yanma
Found on Route 35. Talk to Arnie in Route 35.

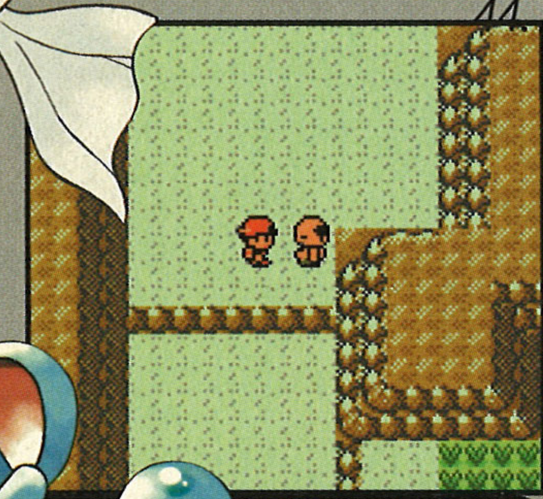


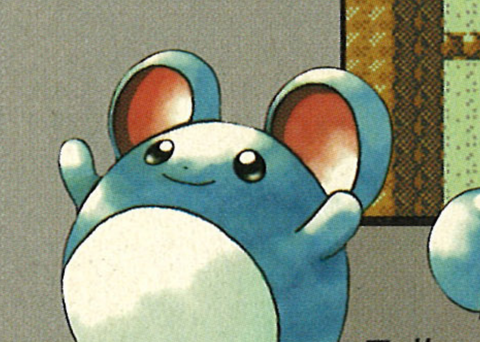


#223 Remoraid
Found on Route 44. Talk to Wilton on Route 44.



#211 Qwilfish
Found on Route 32. Talk to Ralph on Route 32.

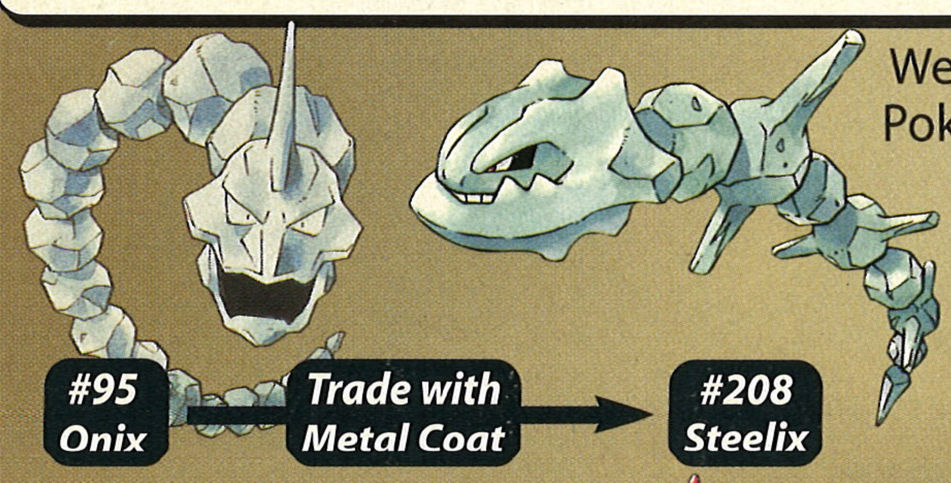




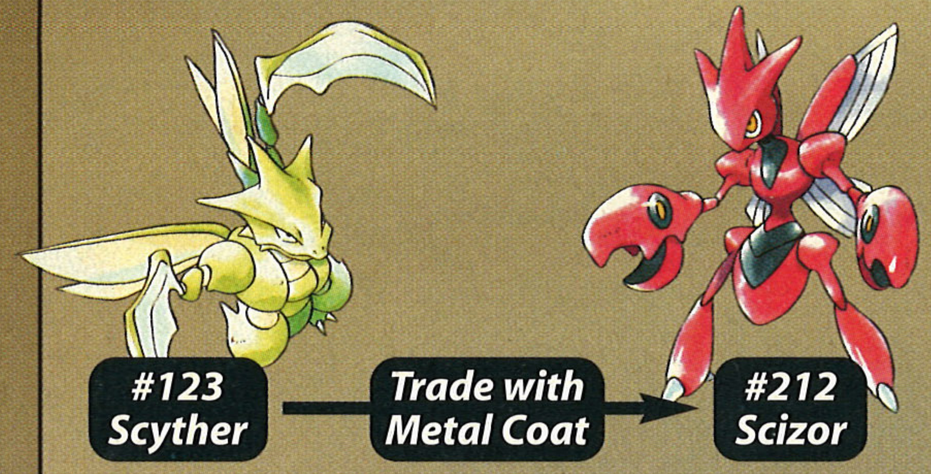
#183 Marill
Found on Mt. Mortar. Talk to Parry on Route 45.

Which Pokémon Evolve with Items?

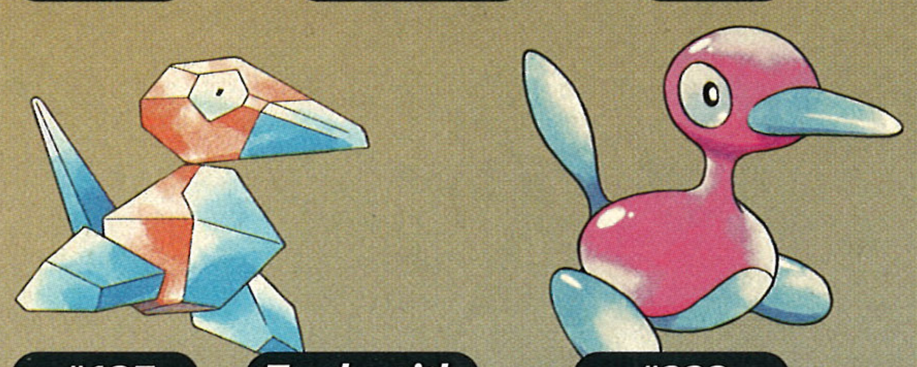
We mentioned a few items in the walk-through that make Pokémon evolve, but not the whole list. There are a total of six Pokémon that can only be acquired by trading Pokémon when they hold certain items. The new Pokémon are: Kingdra, Steelix, Scizor, Porygon2, Slowking, and Politoed (an alternate evolution to Poliwrath). Their evolution patterns and the items they require are shown here.



#95 Onix → Trade with Metal Coat → #208 Steelix



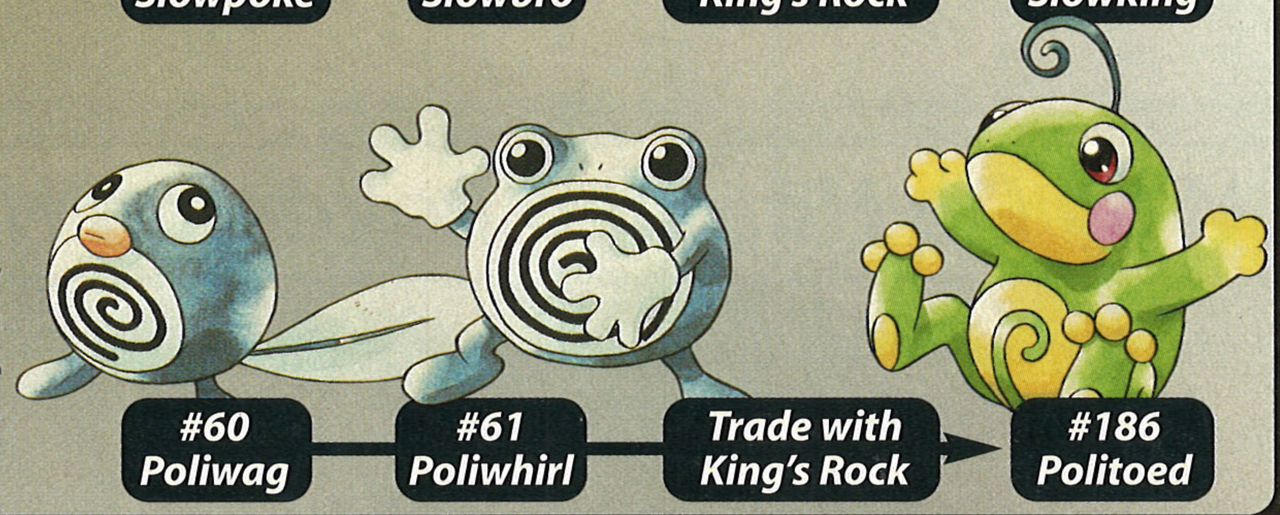
#123 Scyther → Trade with Metal Coat → #212 Scizor



#137 Porygon → Trade with Up-grade → #233 Porygon 2

#116 Horsea → #117 Seadra → Trade with Dragon Scale → #230 Kingdra

#79 Slowpoke → #80 Slowbro → Trade with King's Rock → #199 Slowking

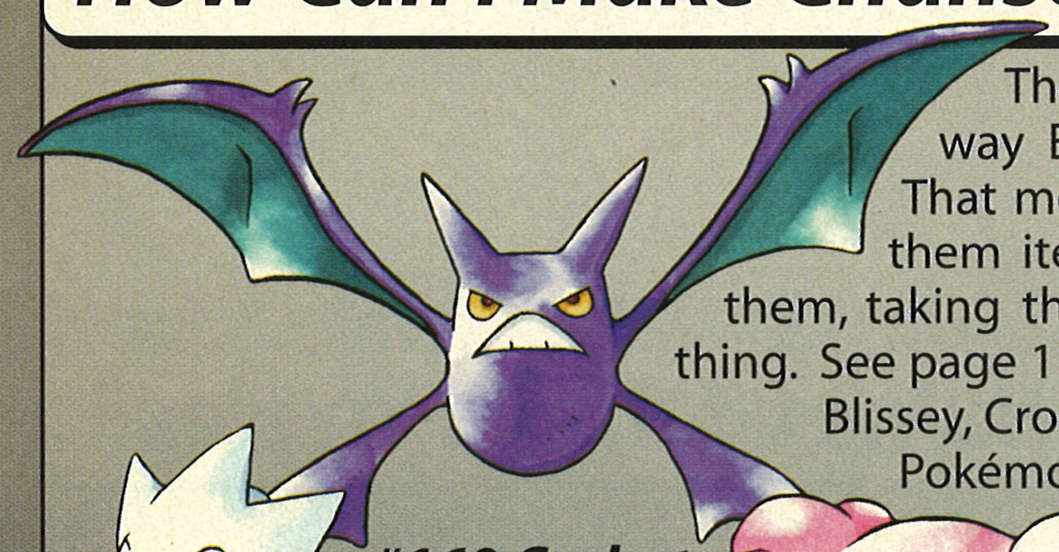


#60 Poliwag → #61 Poliwhirl → Trade with King's Rock → #186 Politoed

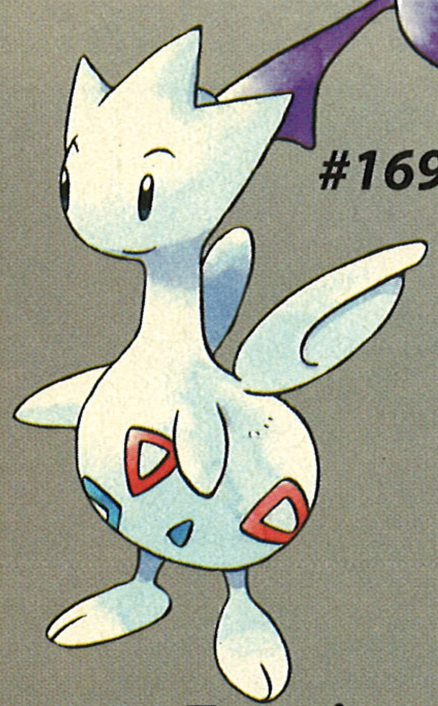
How Can I Make Chansey, Golbat and Togepi Evolve?

These Pokémon evolve based on mood, the way Eevee evolves into Espeon and Umbreon. That means using them in battle frequently, giving them items to hold, using lots of healing items on them, taking them to the Pokémon Salon, and that sort of thing. See page 11 for more details on evolving by mood.

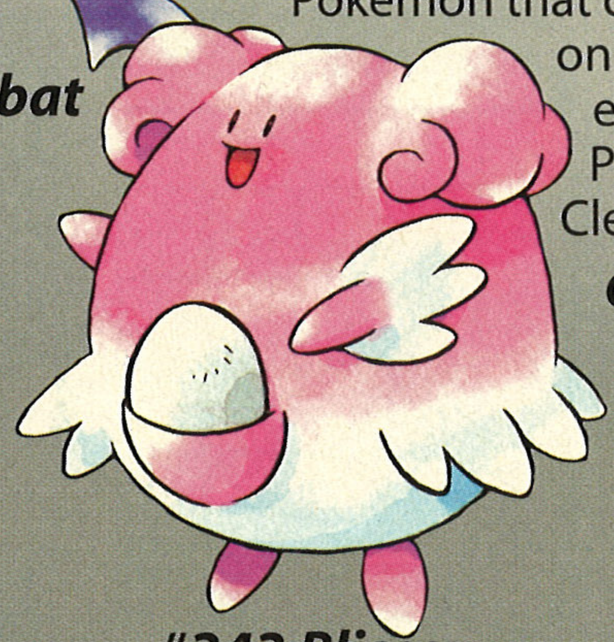
Blissey, Crobat, Togetic, Umbreon and Espeon are the only Pokémon that can be acquired only by evolving based on mood. But three other Pokémon also evolve based on mood: Baby Pokémon Pichu (into Pikachu), Cleffa (into Clefairy), and Igglybuff (into Jigglypuff).



#169 Crobat

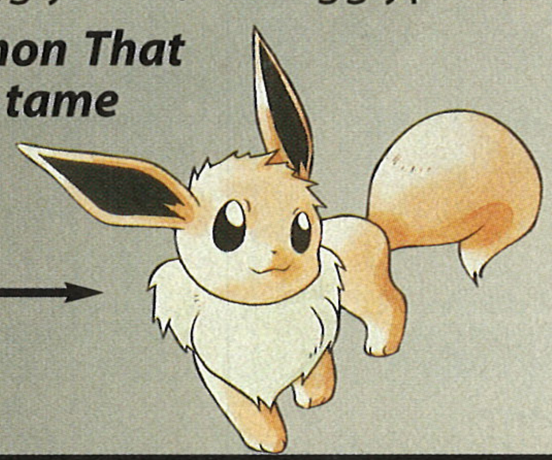


#176 Togetic



#242 Blissey

Other Pokémon That Evolve by tame



How Does Tyrogue Evolve?

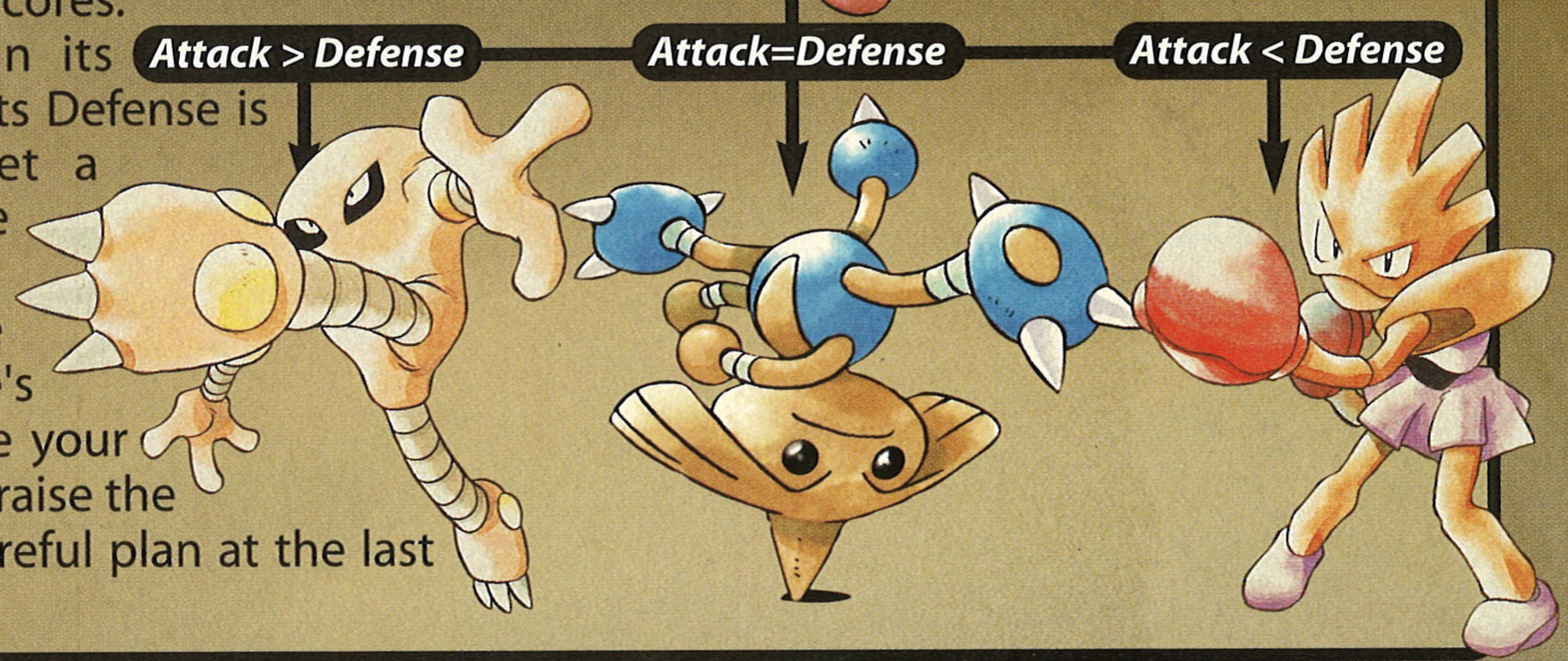
The new "Hitmon" in Gold/Silver is Hitmontop, a capoera-style Fighter that can be a little tricky to get.

All three "Hitmon" evolve from a new Pokémon named Tyrogue. There's only one Tyrogue in the game–you'll get it from the Karate Master in Mt. Mortar (see pgs 66-67). Since it's a baby Pokémon, it can't breed itself, but you can get more by breeding the "Hitmon" it evolves into with a Ditto or female Machop (all the "Hitmon" are always male).

The trick to getting the Hitmon you want is watching Tyrogue's stats. It evolves at level 20, and the Pokémon you get is based entirely on its Attack and Defense scores. If Tyrogue's Attack is higher than its Defense, you'll get a Hitmonlee. If its Defense is higher than its Attack, you'll get a Hitmonchan. Only when they're equal will you get Hitmontop.

If you want one in particular, use Iron or Protein to tweak Tyrogue's stats when it's at level 19. But save your game first–its boost to level 20 may raise the stats unequally, messing up your careful plan at the last minute.

The Karate Master in Mt. Mortar will give you a Tyrogue... If you have an empty slot in you roster.



Why Do Hatched Pokémon Have Different Moves?

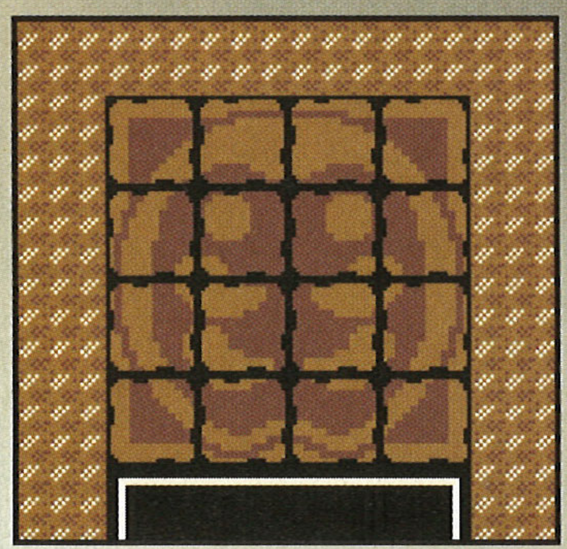
Moves That Newly Hatched Pokémon Have Include:

- ***Moves that they would naturally learn before Level 5***
- ***Randomly selected "baby moves"***
- ***Moves known by one parent that the child is capable of learning as a TM (see PokéDex for lists)***
- ***Moves known by both parents***

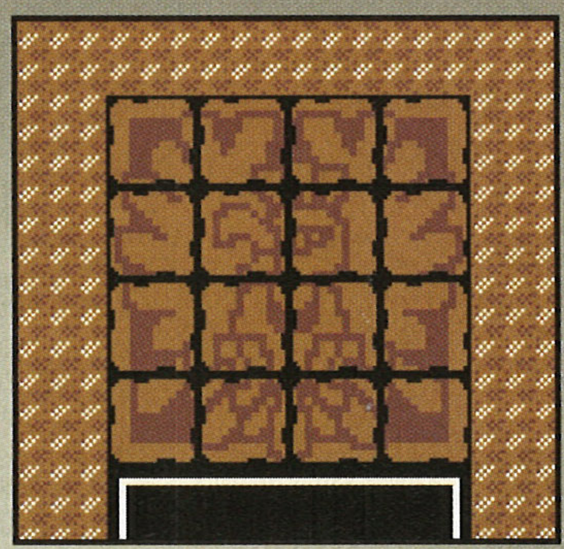
You may have noticed that newborn Pokémon sometimes hatch from their eggs with techniques that that Pokémon can't otherwise learn. There are several reasons why this could happen. Each Pokémon does have a few "baby moves" that can only be learned in the egg (for example, sometimes Gastly are born with Psywave or Perish Song), but these appear randomly and infrequently. Newly hatched Pokémon will also know any move that they can learn as a TM if one parent knows it. So if you use a TM to teach Thunder to Raichu, and that Raichu is used to breed a Pichu, the Pichu will likely know Thunder from birth. Finally, any move that both parents know will be passed on to the child... But not if they're the same Pokémon.

What Are the Answers to the Ruins of Alph Puzzles?

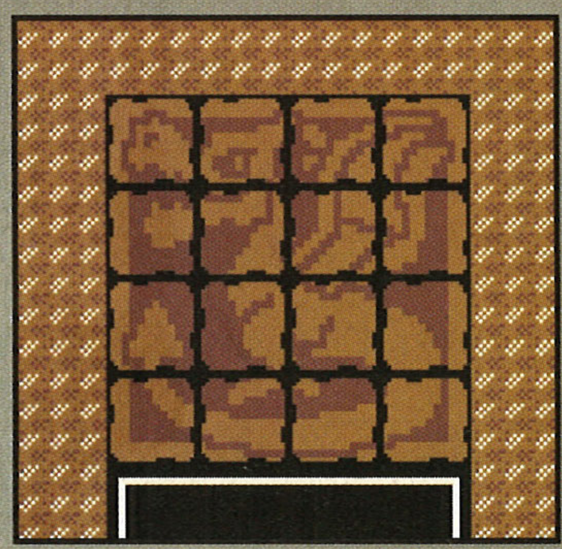
Here they are: The solutions to all four Ruins of Alph sliding puzzles!



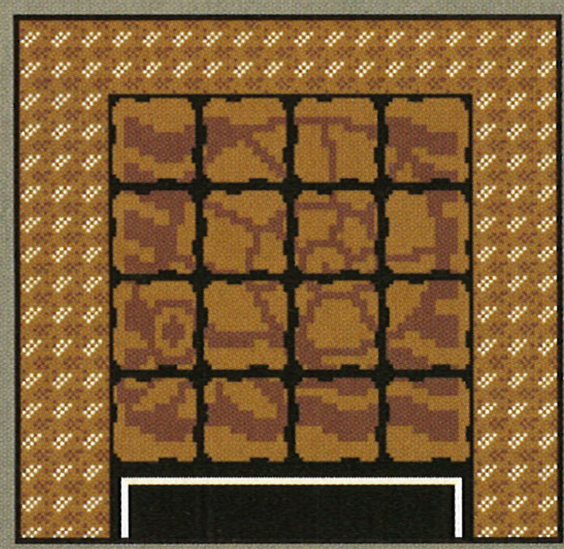
Kabuto



Ho-oh



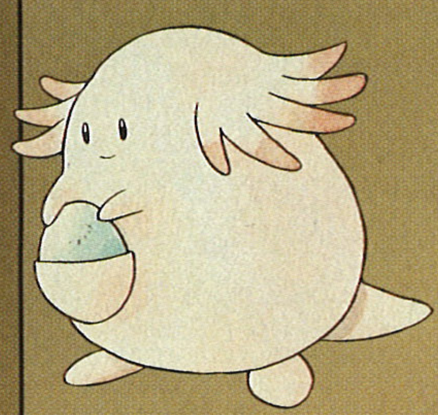
Charizard

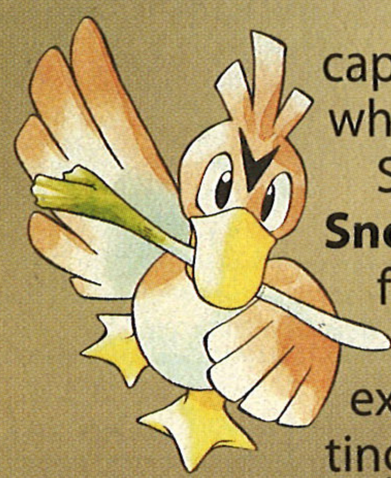


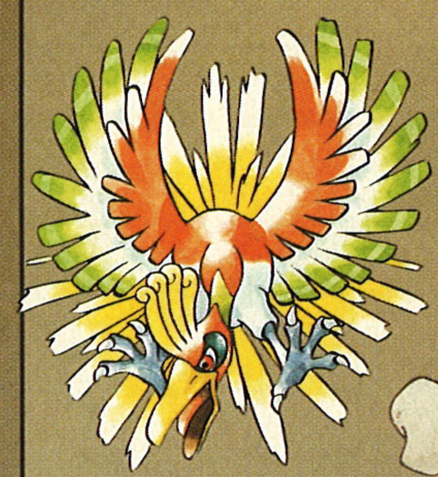
Omanyte

Why Do Wild Pokémon Sometimes Have Items?

Wild Pokémon With Exclusive Items







No one knows where they get them, but some wild Pokémon have nifty items of their own, and you can get the item yourself if you capture them. You can also get the item by using the Thief move (TM 46) when you face them in battle.

Some of these items are harder to get than others. For example, **Snorlax** always comes with its Leftovers, but it's pretty rare that you'll find a **Chansey**, **Farfetch'd**, or **Marowak** with its item. That's a shame, 'cause all three come with great items. Chansey's Egg gets you more experience at the end of battle, Farfetch'd's stick raises the odds of getting a Critical Hit (for Farfetch'd Only) and Marowak's Thick Bone doubles its Attack power.

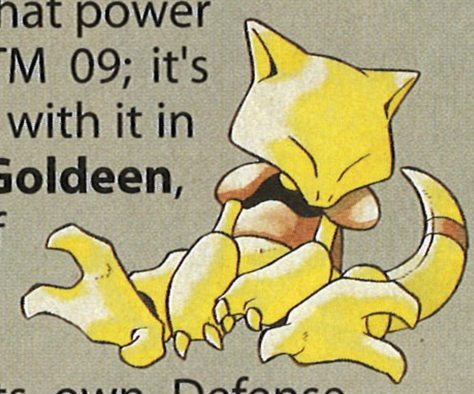
Wild **Sneasel** may have a Quick Claw, **Ho-oh** comes with Sacred Ash, a one-use item that completely heals all your Pokémon. **Doduo** and **Dodrio** may have the Razor Talon that powers up Flying-type Attacks. On Route 2, Gold players will find **Butterfree** and Silver players will find **Beedrill**, each possibly carrying an item that powers up Bug or Poison type attacks, respectively.

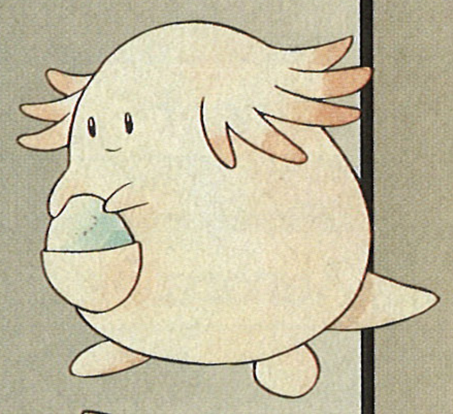
You can get another Dragon Scale by catching a wild **Horsea**, **Seadra**, **Dratini** or **Dragonair**, and another King's Rock from a wild **Slowbro**, **Slowpoke**, or **Poliwhirl**. And **Magnemite** sometimes comes with a Metal Coat.

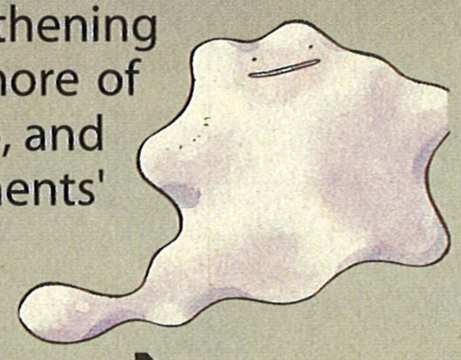
We only listed the most exciting items here, but many other Pokémon come with various Berries or items (like Nuggets) that can be resold for large amounts of money.

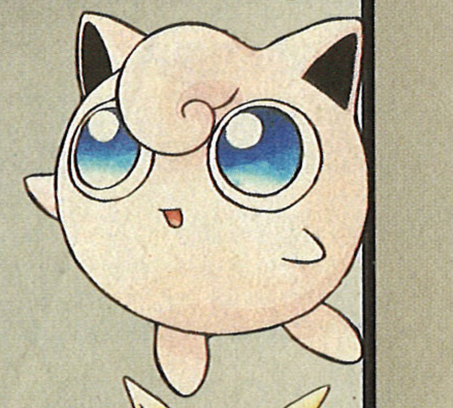
How Did My Red/Blue/Yellow Pokémon Get an Item!?

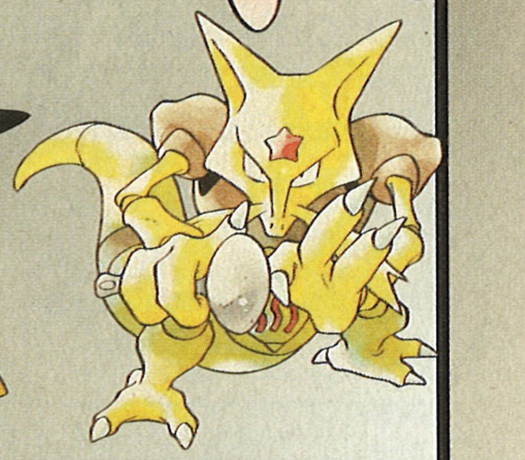
Imported Pokémon With Exclusive Items











It's not only wild Pokémon; Imported Pokémon sometimes come with their own items, too. Once again, you'll get a lot of Berries and items that can only be resold. But you can also get some exclusive new items, and items that power up that particular Pokémon. This is also the only way to get TM 09; it's nowhere in Gold/Silver, but a Red/Blue/Yellow **Abra** might end up with it in its possession. You can get a few other TM's this way, too. **Krabby**, **Goldeen**, **Horsea** and **Staryu** may have TM 33 (Ice Punch), and **Nidoran** of either gender may have TM 43.

Chansey may come with the Lucky Punch that powers up its attacks, and **Ditto** may come with Metal Powder that raises its own Defense. **Jigglypuff** might come with a Ribbon that's better at strengthening Normal Attacks than the Pink Ribbon, and a **Snorlax** may have more of those Leftovers (**Clefairy** might too). **Mewtwo**, **Zapdos**, **Articuno**, and **Moltres** may come with an equippable item that lowers opponents' Accuracy.

A few items can only come from the Yellow version: If you import the **Pikachu** Oak gave you in Yellow, it will come with an item that doubles its Special Attack power! And a wild **Kadabra** from Yellow (that's the only version in which they can be caught in the wild) may come with the trademark Bent Spoon that powers up Psychic attacks.

If you beat **Pokémon Stadium**, make sure to import whichever Pokémon you won as prizes in that game (the possible prizes are Bulbasaur, Charmander, Squirtle, Eevee, Hitmonlee, Hitmonchan, Kabuto, Omanyte, and the Amnesia Psyduck). They'll come with cool surprise decorations for your room.

(Pikachu and Kadabra from Yellow only)

APPENDIX A: TECHNIQUES

Name of Technique
New/Changed Tag
Gold/Silver has nearly 100 new moves, and many old moves have been changed. We note those changes, when possible, here. For example: New Type

TM Number (If applicable)

Technique's Type Color-coded for convenience!

Technique's Power Interacts with Attack or Sp. Attack to determine damage

Base Accuracy Percentage score (modified by opponent's Evasion)

Description of Technique Lists special properties in addition to damage

Ancient Power	TM	TYPE	POW.	ACC.	PP
	-	Rock	60	100	5

New! Added Effect: Raises all abilities (10% success)

Absorb	TM	TYPE	POW.	ACC.	PP
	-	Grass	20	100	20

Refills HP by half of damage dealt to opponent

Acid	TM	TYPE	POW.	ACC.	PP
	-	Poison	40	100	30

Added Effect: Reduces opponent's Defense (10% success)

Acid Armor	TM	TYPE	POW.	ACC.	PP
	-	Poison	-	-	40

Greatly raises user's Defense

Aeroblast	TM	TYPE	POW.	ACC.	PP
	-	Flying	100	95	5

New! Likely to become a critical hit

Agility	TM	TYPE	POW.	ACC.	PP
	-	Psychic	-	-	30

Greatly raises user's Speed

Amnesia	TM	TYPE	POW.	ACC.	PP
	-	Psychic	-	-	20

Changed Greatly raises user's Special Defense

Ancient Power	TM	TYPE	POW.	ACC.	PP
	-	Rock	60	100	5

New! Added Effect: raises all user's abilities (10% success)

Attract	TM	TYPE	POW.	ACC.	PP
	45	Normal	-	100	10

New! Prevents opp. sex opponent from attacking (50% success)

Aurora Beam	TM	TYPE	POW.	ACC.	PP
	-	Ice	65	100	20

Added Effect: Reduces opponent's Attack (10% success)

Barrage	TM	TYPE	POW.	ACC.	PP
	-	Normal	15	85	20

Attacks 2-5 times in one turn

Barrier	TM	TYPE	POW.	ACC.	PP
	-	Psychic	-	-	30

Greatly raises user's Defense

Baton Pass	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	40

New! Swaps Pokémon; New Pokémon gains any beneficial effects

Beat Up	TM	TYPE	POW.	ACC.	PP
	-	Dark	10	100	10

New! Attack's Power is +10 for each healthy Pokémon on team

Belly Drum	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	10

New! Raises Attack to MAX, but loses half of MAX HP

Bide	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	10

Deals damage = 2X opponent's attacks after 2-3 turns

Bind	TM	TYPE	POW.	ACC.	PP
	-	Normal	15	75	20

Changed Traps and attacks opponent continuously for 2-5 turns

Bite	TM	TYPE	POW.	ACC.	PP
	-	Dark	60	100	25

New Type Added Effect: Opponent Flinches (30% success)

Blizzard	TM	TYPE	POW.	ACC.	PP
	14	Ice	120	70	5

Added Effect: Freezes opponent (10% success)

Body Slam	TM	TYPE	POW.	ACC.	PP
	-	Normal	85	100	15

Added Effect: Paralyzes opponent (30% success)

Bone Club	TM	TYPE	POW.	ACC.	PP
	-	Ground	65	85	20

Added Effect: Opponent Flinches (10% success)

Bone Rush	TM	TYPE	POW.	ACC.	PP
	-	Ground	25	80	10

New! Attacks 2-5 times in one turn

Bonemerang	TM	TYPE	POW.	ACC.	PP
	-	Ground	50	90	10

Attacks twice in one turn

Bubble	TM	TYPE	POW.	ACC.	PP
	-	Water	20	100	30

Added Effect: Reduces opponent's Speed (10% success)

Bubblebeam	TM	TYPE	POW.	ACC.	PP
	-	Water	65	100	20

Added Effect: Reduces opponent's Speed (10% success)

Charm	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	20

New! Greatly reduces opponent's Attack

Clamp	TM	TYPE	POW.	ACC.	PP
	-	Water	35	75	10

Changed Traps and attacks opponent continuously for 2-5 turns

Comet Punch	TM	TYPE	POW.	ACC.	PP
	-	Normal	18	85	15

Attacks 2-5 times in one turn

Confuse Ray	TM	TYPE	POW.	ACC.	PP
	-	Ghost	-	100	10

Confuses opponent

Confusion	TM	TYPE	POW.	ACC.	PP
	-	Psychic	50	100	25

Added Effect: Confuses opponent (10% success)

Constrict	TM	TYPE	POW.	ACC.	PP
	-	Normal	10	100	35

Added Effect: Reduces opponent's Speed (10% success)

Conversion	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	30

Changed Changes own type to that of one of user's moves

Cotton Spore	TM	TYPE	POW.	ACC.	PP
	-	Grass	-	85	40

New! Greatly reduces opponent's Speed

Counter	TM	TYPE	POW.	ACC.	PP
	-	Fighting	-	100	20

Attacks 2nd, deals 2X non-Special damage just received

Crabhammer	TM	TYPE	POW.	ACC.	PP
	-	Water	90	85	10

Likely to become a critical hit

Cross Chop	TM	TYPE	POW.	ACC.	PP
	-	Fighting	100	80	5

New! Likely to become a critical hit

Crunch	TM	TYPE	POW.	ACC.	PP
	-	Dark	80	100	15

New! Added Effect: Reduces Special Defense (20% success)

Curse	TM	TYPE	POW.	ACC.	PP
	3	???	-	-	10

New! If used by Ghost, cuts own HP by 1/2, hurts opponent each turn

Cut	HM	TYPE	POW.	ACC.	PP
	1	Normal	50	95	30

Field: Cuts small trees

Defense Curl	TM	TYPE	POW.	ACC.	PP
	40	Normal	-	-	40

Raises Defense

Destiny Bond	TM	TYPE	POW.	ACC.	PP
	-	Ghost	-	-	5

New! If user Faints, opponent Faints too

Detect	TM	TYPE	POW.	ACC.	PP
	43	Fighting	-	-	5

New! Protects from any attack. If used again, success % decreases

Dig	TM	TYPE	POW.	ACC.	PP
	28	Ground	60	100	10

Weakened Attacks on 2nd turn/Field: Escapesfrom caves

Disable	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	55	20

Changed Disable opponent's last used move for a few turns

Dizzy Punch	TM	TYPE	POW.	ACC.	PP
	-	Normal	70	100	10

Added Effect: Confuses opponent (20% success)

Double-Edge	TM	TYPE	POW.	ACC.	PP
	-	Normal	120	100	15

Powered Up 1/4 of damage dealt is also dealt to user

Double Kick	TM	TYPE	POW.	ACC.	PP
	-	Fighting	30	100	30

Attacks twice in one turn

Doubleslap	TM	TYPE	POW.	ACC.	PP
	-	Normal	15	85	10

Attacks 2-5 times in one turn

Double Team	TM	TYPE	POW.	ACC.	POW.
	32	Normal	-	-	15

Raises user's Evasion

Dragon Rage	TM	TYPE	POW.	ACC.	PP
	-	Dragon	-	100	10

Deals 40 damage, regardless of Type and Defense

Dragonbreath	TM	TYPE	POW.	ACC.	PP
	24	Dragon	60	100	20

New! Added Effect: Paralyzes opponent (30% success)

Dream Eater	TM	TYPE	POW.	ACC.	PP
	42	Psychic	100	100	15

Only hits Sleeping opponents. Gain HP equal to 1/2 damage dealt

Drill Peck	TM	TYPE	POW.	ACC.	POW.
	-	Flying	80	100	20

No special properties

Dynamicpunch	TM	TYPE	POW.	ACC.	PP
	1	Fighting	100	50	5

New! Whenever it hits, Confuses opponent

Earthquake	TM	TYPE	POW.	ACC.	PP
	26	Ground	100	100	10

No special properties

Egg Bomb	TM	TYPE	POW.	ACC.	PP
	-	Normal	100	75	10

No special properties

Ember	TM	TYPE	POW.	ACC.	PP
	-	Fire	40	100	25

Added Effect: Burns opponent (10% success)

Encore	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	5

New! Opponent must repeat last attack 2-5 times

Endure	TM	TYPE	POW.	ACC.	PP
	20	Normal	-	-	10

New! User survives with 1 HP. If used again, success % decreases

Explosion	TM	TYPE	POW.	ACC.	PP
	-	Normal	250	100	5

After using this move, user Faints

Extreme Speed	TM	TYPE	POW.	ACC.	PP
	-	Normal	80	100	5

New! Always attacks before opponent, regardless of Speed

Faint Attack	TM	TYPE	POW.	ACC.	PP
	-	Dark	60	-	20

New! Always hits (even during opponent's Dig, Fly, etc.)

False Swipe	TM	TYPE	POW.	ACC.	PP
	-	Normal	40	100	40

New! Always leaves opponent with at least 1 HP

Fire Blast	TM	TYPE	POW.	ACC.	PP
	38	Fire	120	85	5

Added Effect: Burns opponent (10% success)

Fire Punch	TM	TYPE	POW.	ACC.	PP
	48	Fire	75	100	15

Added Effect: Burns opponent (10% success)

Fire Spin	TM	TYPE	POW.	ACC.	PP
	-	Fire	15	70	15

Changed Traps and attacks opponent continuously for 2-5 turns

Fissure	TM	TYPE	POW.	ACC.	POW.
	-	Ground	-	30	5

If it hits, opponent Faints

Flail	TM -	TYPE Normal	POW. -	ACC. 100	PP 15
New! Gains Power based on how little HP user has					

Flame Wheel	TM -	TYPE Fire	POW. 60	ACC. 100	PP 25
New! Added Effect: Burns opponent (10% success). Cures Freeze					

Flamethrower	TM -	TYPE Fire	POW. 95	ACC. 100	PP 15
Added Effect: Burns opponent (10% success)					

Flash	HM 5	TYPE Normal	POW. -	ACC. 70	PP 20
Reduces opponent's Accuracy/Field: Lights up caves					

Fly	HM 2	TYPE Flying	POW. 70	ACC. 95	PP 15
Attacks on 2nd turn/Field: Fly to areas you've already visited					

Focus Energy	TM -	TYPE Normal	POW. -	ACC. -	PP 30
Next move will likely be a critical hit					

Foresight	TM -	TYPE Normal	POW. -	ACC. 100	PP 40
New! Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts					

Frustration	TM 21	TYPE Normal	POW. -	ACC. 100	PP 20
New! Gains Power based on how unhappy user is					

Fury Attack	TM -	TYPE Normal	POW. 15	ACC. 85	PP 20
Attacks 2-5 times in one turn					

Fury Cutter	TM 49	TYPE Bug	POW. 10	ACC. 95	PP 20
New! If used consecutively, Power doubles each turn until misses					

Fury Swipes	TM -	TYPE Normal	POW. 15	ACC. 85	PP 15
Attacks 2-5 times in one turn					

Future Sight	TM -	TYPE Psychic	POW. 80	ACC. 90	PP 15
New! Attacks opponent two turns later					

Giga Drain	TM 19	TYPE Grass	POW. 60	ACC. 100	PP 5
New! Refills HP by half of damage dealt to opponent					

Glare	TM -	TYPE Normal	POW. -	ACC. 75	PP 30
Paralyzes opponent					

Growl	TM -	TYPE Normal	POW. -	ACC. 100	PP 40
Reduces opponent's Attack					

Growth	TM -	TYPE Normal	POW. -	ACC. -	PP 40
Raises user's Special Attack					

Guillotine	TM -	TYPE Normal	POW. -	ACC. 30	PP 5
If it hits, opponent Faints					

Gust	TM -	TYPE Flying	POW. 40	ACC. 100	PP 35
No special properties					

Harden	TM -	TYPE Normal	POW. -	ACC. -	PP 30
Raises user's Defense					

Haze	TM -	TYPE Ice	POW. -	ACC. -	PP 30
Cures all status conditions of user and opponent					

Headbutt	TM 2	TYPE Normal	POW. 70	ACC. 100	PP 15
Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees					

Heal Bell	TM -	TYPE Normal	POW. -	ACC. -	PP 5
New! Heals all status conditions of all of your Pokémon					

Hi Jump Kick	TM -	TYPE Fighting	POW. 85	ACC. 90	PP 20
If misses, user receives 1/8 of damage attack would have dealt					

Hidden Power	TM 10	TYPE Normal	POW. -	ACC. 100	PP 15
New! Type and Power changes depending on Pokémon using it					

Horn Attack	TM -	TYPE Normal	POW. 65	ACC. 100	PP 35
No special properties					

Horn Drill	TM -	TYPE Normal	POW. -	ACC. 30	PP 5
If it hits, opponent faints					

Hydro Pump	TM -	TYPE Water	POW. 120	ACC. 80	PP 5
No special properties					

Hyper Beam	TM 15	TYPE Normal	POW. 150	ACC. 90	PP 5
User can't do anything on turn after attack					

Hyper Fang	TM -	TYPE Normal	POW. 80	ACC. 90	PP 15
Added Effect: Opponent Flinches (10% success)					

Hypnosis	TM -	TYPE Psychic	POW. -	ACC. 60	PP 20
Puts opponent to Sleep					

Ice Beam	TM -	TYPE Ice	POW. 95	ACC. 100	PP 10
Added Effect: Freezes opponent (10% success)					

Ice Punch	TM 33	TYPE Ice	POW. 75	ACC. 100	PP 15
Added Effect: Freezes opponent (10% success)					

Icy Wind	TM 16	TYPE Ice	POW. 55	ACC. 95	PP 15
New! Added Effect: Reduces opponent's Speed (10% success)					

Iron Tail	TM 23	TYPE Steel	POW. 100	ACC. 75	PP 15
New! Added Effect: Reduces opponent's Defense (30% success)					

Jump Kick	TM -	TYPE Fighting	POW. 70	ACC. 95	PP 25
If misses, user receives 1/8 of damage attack would have dealt					

Karate Chop	TM -	TYPE Fighting	POW. 50	ACC. 100	PP 25
Likely to become a critical hit					

Kinesis	TM	TYPE	POW.	ACC.	PP
	-	Psychic	-	80	15
Reduces opponent's Accuracy					

Leech Life	TM	TYPE	POW.	ACC.	PP
	-	Bug	20	100	15
Refills HP by half of damage dealt to opponent					

Leech Seed	TM	TYPE	POW.	ACC.	PP
	-	Grass	-	90	10
Steals a bit of HP from opponent every turn until battle ends					

Leer	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	30
Reduces opponent's Defense					

Lick	TM	TYPE	POW.	ACC.	PP
	-	Ghost	20	100	30
Added Effect: Paralyzes opponent (30% success)					

Light Screen	TM	TYPE	POW.	ACC.	PP
	-	Psychic	-	-	30
Reduces damage from opponent's Special attacks by 1/2 for 5 turns					

Lock-On	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	5
New! User's next attack will always hit					

Lovely Kiss	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	75	15
Puts opponent to Sleep					

Low Kick	TM	TYPE	POW.	ACC.	PP
	-	Fighting	50	90	20
Added Effect: Opponent Flinches (30% success)					

Mach Punch	TM	TYPE	POW.	ACC.	PP
	-	Fighting	40	100	30
New! Always attacks before opponent, regardless of Speed					

Magnitude	TM	TYPE	POW.	ACC.	PP
	-	Ground	-	100	30
New! Power randomly changes (10, 30, 50, 70, 90, 110, 150)					

Mean Look	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	5
New! Opponent can't escape while user is in battle					

Meditate	TM	TYPE	POW.	ACC.	PP
	-	Psychic	-	-	40
Raises user's Attack					

Mega Drain	TM	TYPE	POW.	ACC.	PP
	-	Grass	40	100	10
Refills HP by half of damage dealt to opponent					

Mega Kick	TM	TYPE	POW.	ACC.	PP
	-	Normal	120	75	5
No special properties					

Mega Punch	TM	TYPE	POW.	ACC.	PP
	-	Normal	80	85	20
No special properties					

Megahorn	TM	TYPE	POW.	ACC.	PP
	-	Bug	120	85	10
New! No special properties					

Metal Claw	TM	TYPE	POW.	ACC.	PP
	-	Steel	50	95	35
New! Added Effect: Raises user's Attack (10% success)					

Metronome	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	10
Uses a randomly selected technique					

Milk Drink	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	10
New! Refills 1/2 of HP Max/Field: Shares 1/5 of own HP with team					

Mimic	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	10
Copies last attack opponent used till end of battle					

Mind Reader	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	5
New! User's next attack will always hit					

Minimize	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	20
Raises user's Evasion					

Mirror Coat	TM	TYPE	POW.	ACC.	PP
	-	Psychic	-	100	20
New! Attacks 2nd, deals 2X Special damage just received					

Mirror Move	TM	TYPE	POW.	ACC.	PP
	-	Flying	-	-	20
Hits opponent with last technique it hit you with					

Mist	TM	TYPE	POW.	ACC.	PP
	-	Ice	-	-	30
Protects from all moves that lower Pokémon abilities					

Moonlight	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	5
New! Refills HP. Efficacy changes based on time of day					

Morning Sun	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	5
New! Refills HP. Efficacy changes based on time of day					

Mud Slap	TM	TYPE	POW.	ACC.	PP
	31	Ground	20	100	10
New! Added Effect: Reduces opponent's Accuracy (10% success)					

Night Shade	TM	TYPE	POW.	ACC.	PP
	-	Ghost	-	100	15
Deals damage equal to users level, regardless of Type and Defense					

Nightmare	TM	TYPE	POW.	ACC.	PP
	50	Ghost	-	100	15
New! Use only while opponent sleeps. Deals damage every turn					

Octazooka	TM	TYPE	POW.	ACC.	PP
	-	Water	65	85	10
New! Added Effect: Reduces opponent's Accuracy (50% success)					

Outrage	TM	TYPE	POW.	ACC.	PP
	-	Dragon	90	100	15
New! Attacks 2-3 turns in a row, then user becomes Confused					

Pain Split	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	20
New! Combines user's and opponent's HP, and gives half to each					

Pay Day	TM	TYPE	POW.	ACC.	PP
	-	Normal	40	100	20
You gain money equal to double user's level (per attack)					

Peck	TM	TYPE	POW.	ACC.	PP
	-	Flying	35	100	35
No special properties					

Perish Song	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	5
New! Both Pokémon will Faint in 3 turns, unless either is switched					

Petal Dance	TM	TYPE	POW.	ACC.	PP
	-	Grass	70	100	20
Attacks 2-3 turns in a row, then user becomes Confused					

Pin Missile	TM	TYPE	POW.	ACC.	PP
	-	Bug	14	85	20
Attacks 2-5 times in one turn					

Poison Gas	TM	TYPE	POW.	ACC.	PP
	-	Poison	-	55	40
Opponent becomes Poisoned					

Poison Powder	TM	TYPE	POW.	ACC.	PP
	-	Poison	-	75	35
Opponent becomes Poisoned					

Poison Sting	TM	TYPE	POW.	ACC.	PP
	-	Poison	15	100	35
Added Effect: Poisons opponent (30% success)					

Pound	TM	TYPE	POW.	ACC.	PP
	-	Normal	40	100	35
No special properties					

Powder Snow	TM	TYPE	POW.	ACC.	PP
	-	Ice	40	100	25
New! Added Effect: Freezes opponent (10% success)					

Present	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	90	15
New! Randomly deals 40, 80, or 120 damage, or refills 80 HP					

Protect	TM	TYPE	POW.	ACC.	PP
	17	Normal	-	-	10
New! Protects from any attack. If used again, success % decreases					

Psybeam	TM	TYPE	POW.	ACC.	PP
	-	Psychic	65	100	20
Added Effect: Confuses opponent (10% success)					

Psych Up	TM	TYPE	POW.	ACC.	PP
	9	Normal	-	-	10
New! Oppt.'s moves with beneficial effects also affect your Pokémon					

Psychic	TM	TYPE	POW.	ACC.	PP
	29	Psychic	90	100	10
Added Effect: Reduces opponent's Special Defense (10% success)					

Psywave	TM	TYPE	POW.	ACC.	PP
	-	Psychic	-	80	15
Changed Has random Power between 1 and 1.5 x user's level					

Pursuit	TM	TYPE	POW.	ACC.	PP
	-	Dark	40	100	20
New! When oppt. changes Pokémon, it hits that Pokémon for 2X damage					

Quick Attack	TM	TYPE	POW.	ACC.	PP
	-	Normal	40	100	30
Always hits before opponent, regardless of Speed					

Rage	TM	TYPE	POW.	ACC.	PP
	-	Normal	20	100	20
If used continuously, Power grows as user is damaged					

Rain Dance	TM	TYPE	POW.	ACC.	PP
	18	Water	-	-	5
Raises Power of Water-type attacks for 5 turns					

Rapid Spin	TM	TYPE	POW.	ACC.	PP
	-	Normal	20	100	40
New! Escapes from continuous moves like Bind and Leech Seed					

Razor Leaf	TM	TYPE	POW.	ACC.	PP
	-	Grass	55	95	25
Likely to become a critical hit					

Razor Wind	TM	TYPE	POW.	ACC.	PP
	-	Normal	80	75	10
Changed Likely to become a critical hit					

Recover	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	20
Refills 1/2 of Max HP					

Reflect	TM	TYPE	POW.	ACC.	PP
	-	Psychic	-	-	20
Reduces damage from opponent's non-Special attacks by 1/2 for 5 turns					

Rest	TM	TYPE	POW.	ACC.	PP
	44	Psychic	-	-	10
Recovers HP completely, user Sleeps for next two turns					

Return	TM	TYPE	POW.	ACC.	PP
	27	Normal	-	100	20
New! Gains Power based on how happy user is					

Reversal	TM	TYPE	POW.	ACC.	PP
	-	Fighting	-	100	15
New! Gains power based on how little HP user has					

Roar	TM	TYPE	POW.	ACC.	PP
	5	Normal	-	100	20
Changed Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon					

Rock Slide	TM	TYPE	POW.	ACC.	PP
	-	Rock	75	90	10
New Effect Added Effect: Opponent Flinches (30% success)					

Rock Smash	TM	TYPE	POW.	ACC.	PP
	8	Fighting	20	100	15
New! Added Effect: Reduces oppt.'s Defense/Field: Smash rocks					

Rock Throw	TM	TYPE	POW.	ACC.	PP
	-	Rock	50	90	15
Accuracy Up No special properties					

Rolling Kick	TM	TYPE	POW.	ACC.	PP
	-	Fighting	60	85	15
Added Effect: Opponent Flinches (30% success)					

Rollout	TM	TYPE	POW.	ACC.	PP
	4	Rock	30	90	20
New! Attacks for 5 turns, Power increases each turn until misses					

Sacred Fire	TM	TYPE	POW.	ACC.	PP
	-	Fire	100	95	5
New! Added Effect: Burns opponent (50% success)					

Safeguard	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	25
New! Protects all Pokémon from status conditions for 5 turns					

Sand-Attack	TM	TYPE	POW.	ACC.	PP
	-	Ground	-	100	15
Reduces opponent's Accuracy					

Sandstorm	TM	TYPE	POW.	ACC.	POW.
	37	Rock	-	-	10
New! Hurts both Pokémon each turn, except Rock, Steel, & Ground-types					

Scary Face	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	90	10
New! Greatly reduces opponent's Speed					

Scratch	TM	TYPE	POW.	ACC.	PP
	-	Normal	40	100	35
No special properties					

Screech	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	85	40
Greatly reduces opponent's Defense					

Seismic Toss	TM	TYPE	POW.	ACC.	PP
	-	Fighting	-	100	20
Deals damage equal to users level, regardless of Type and Defense					

Selfdestruct	TM	TYPE	POW.	ACC.	PP
	-	Normal	200	100	5
After using this move, user Faints					

Shadow Ball	TM	TYPE	POW.	ACC.	PP
	30	Ghost	80	100	5
New! Added Effect: Reduces oppt.'s Special Defense (20% success)					

Sharpen	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	30
Raises user's Attack					

Sing	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	55	15
Puts opponent to Sleep					

Sketch	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	1
New! Permanently copies the last technique used by oppt.					

Skull Bash	TM	TYPE	POW.	ACC.	PP
	-	Normal	100	100	15
New Effect 2nd turn attack, also raises users Defense					

Sky Attack	TM	TYPE	POW.	ACC.	PP
	-	Flying	140	90	5
2nd turn attack					

Slam	TM	TYPE	POW.	ACC.	PP
	-	Normal	80	75	20
No special properties					

Slash	TM	TYPE	POW.	ACC.	PP
	-	Normal	70	100	15
Likely to become a critical hit					

Sleep Powder	TM	TYPE	POW.	ACC.	PP
	-	Grass	-	75	15
Puts opponent to Sleep					

Sleep Talk	TM	TYPE	POW.	ACC.	PP
	35	Normal	-	-	10
New! Randomly uses one of user's techniques when Asleep					

Sludge	TM	TYPE	POW.	ACC.	PP
	-	Poison	65	100	20
Added Effect: Poisons opponent (30% success)					

Sludge Bomb	TM	TYPE	POW.	ACC.	PP
	36	Poison	90	100	10
New! Added Effect: Poisons opponent (30% success)					

Smog	TM	TYPE	POW.	ACC.	PP
	-	Poison	20	70	20
Added Effect: Poisons opponent (40% success)					

Smokescreen	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	20
Reduces opponent's Accuracy					

Snore	TM	TYPE	POW.	ACC.	PP
	13	Normal	40	100	15
New! Added Effect: Oppt. Flinches (30% success). Use only while Asleep					

Softboiled	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	10
Refills 1/2 of HP Max/Field: Shares 1/5 of own HP with team					

Solar Beam	TM	TYPE	POW.	ACC.	PP
	22	Grass	120	100	10
2nd turn attack					

Sonicboom	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	90	20
Deals 20 damage, regardless of Type and Defense					

Spark	TM	TYPE	POW.	ACC.	PP
	-	Electric	65	100	20
New! Added Effect: Paralyzes opponent (30% success)					

Spider Web	TM	TYPE	POW.	ACC.	PP
	-	Bug	-	100	10
New! Opponent can't escape while user is in battle					

Spike Cannon	TM	TYPE	POW.	ACC.	PP
	-	Normal	20	100	15
Attacks 2-5 times in one turn					

Spikes	TM	TYPE	POW.	ACC.	PP
	-	Normal	15	85	20
New! Traps and attacks opponent continuously for 2-5 turns					

Spite	TM	TYPE	POW.	ACC.	PP
	-	Ghost	-	100	10
New! Reduces PP of opponent's last used move by 2-5					

Splash	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	40
Does absolutely nothing					

Spore	TM	TYPE	POW.	ACC.	PP
	-	Grass	-	100	15
Puts opponent to Sleep					

Steel Wing	TM	TYPE	POW.	ACC.	PP
	47	Steel	70	90	25
New! Added Effect: Raises user's Defense (10% success)					

Stomp	TM	TYPE	POW.	ACC.	PP
	-	Normal	65	100	20
Added Effect: Opponent Flinches (30% success)					

Strength	HM	TYPE	POW.	ACC.	PP
	4	Normal	80	100	15
Field: Allows you to push rocks					

String Shot	TM	TYPE	POW.	ACC.	PP
	-	Bug	-	95	40
Reduces opponent's Speed					

Struggle	TM	TYPE	POW.	ACC.	PP
	-	Normal	50	100	n/a
1/4 of damage also dealt to user. All Pokémon gain this when out of PP					

Stun Spore	TM	TYPE	POW.	ACC.	PP
	-	Grass	-	75	30
Paralyzes opponent					

Submission	TM -	TYPE Fighting	POW. 80	ACC. 80	PP 25
1/4 of damage dealt is also dealt to user					

Substitute	TM -	TYPE Normal	POW. -	ACC. -	PP 10
Creates clone with 1/4 of user's HP, clone blocks until K.O.'ed					

Sunny Day	TM 11	TYPE Fire	POW. -	ACC. -	PP 5
New! Raises Power of Fire-type attacks for 5 turns					

Super Fang	TM -	TYPE Normal	POW. -	ACC. 90	PP 100
Reduces opponent's HP by 1/2					

Supersonic	TM -	TYPE Normal	POW. -	ACC. 55	PP 20
Confuses opponent					

Surf	HM 3	TYPE Water	POW. 95	ACC. 100	PP 15
Field: Allows you to swim on water					

Swagger	TM 34	TYPE Normal	POW. -	ACC. 90	PP 10
New! Confuses opponent but greatly raises opponent's Attack					

Sweet Kiss	TM -	TYPE Normal	POW. -	ACC. 75	PP 10
New! Confuses opponent					

Sweet Scent	TM 12	TYPE Normal	POW. -	ACC. 100	PP 20
New! Reduces opponent's Evasion/Field: Attracts wild Pokémon					

Swift	TM 39	TYPE Normal	POW. 60	ACC. -	PP 20
Always hits (except during opponent's Dig, Fly, etc.)					

Swords Dance	TM -	TYPE Normal	POW. -	ACC. -	PP 30
Greatly raises user's Attack					

Synthesis	TM -	TYPE Grass	POW. -	ACC. -	PP 5
New! Refills HP. Efficacy changes based on time of day					

Tackle	TM -	TYPE Normal	POW. 35	ACC. 95	PP 35
No special properties					

Tail Whip	TM -	TYPE Normal	POW. -	ACC. 100	PP 30
Reduces opponent's Defense					

Take Down	TM -	TYPE Normal	POW. 90	ACC. 85	PP 20
1/4 of damage dealt is also dealt to user					

Teleport	TM -	TYPE Psychic	POW. -	ACC. -	PP 20
Escape from wild Pokémon/Field: Return to last Pokémon Center					

Thief	TM 46	TYPE Dark	POW. 40	ACC. 100	PP 10
New! Added Effect: Steals any item held by wild Pokémon					

Thrash	TM -	TYPE Normal	POW. 90	ACC. 100	PP 20
Attacks 2-3 turns in a row, then user becomes Confused					

Thunder	TM 25	TYPE Electric	POW. 120	ACC. 70	PP 10
Added Effect: Paralyzes opponent (30% success)					

Thunder Wave	TM -	TYPE Electric	STR. -	ACC. 100	PP 20
Paralyzes opponent					

Thunderbolt	TM -	TYPE Electric	STR. 95	ACC. 100	PP 15
Added Effect: Paralyzes opponent (10% success)					

Thunderpunch	TM 41	TYPE Electric	STR. 75	ACC. 100	PP 15
Added Effect: Paralyzes opponent (10% success)					

Thundershock	TM -	TYPE Electric	STR. 40	ACC. 100	PP 30
Added Effect: Paralyzes opponent (10% success)					

Toxic	TM 6	TYPE Poison	STR. -	ACC. 85	PP 10
Opponent is Poisoned. Poison damage increases each turn					

Transform	TM -	TYPE Normal	STR. -	ACC. -	PP 10
User becomes copy of opponent, but keeps owns stats					

Tri Attack	TM -	TYPE Normal	STR. 80	ACC. 100	PP 10
New Effect Added Effect: Paralyzes, Burns, or Freezes oppt. (20%)					

Triple Kick	TM -	TYPE Fighting	STR. 10	ACC. 90	PP 10
New! Attacks 3X in one turn, Power increases each turn until misses					

Twineedle	TM -	TYPE Bug	POW. 25	ACC. 100	PP 20
Attacks twice. Added Effect: Poisons opponent (20% success)					

Twister	TM -	TYPE Dragon	POW. 40	ACC. 100	PP 20
New! Added Effect: Opponent Flinches (20% success)					

Vicegrip	TM -	TYPE Normal	POW. 55	ACC. 100	PP 30
No special properties					

Vine Whip	TM -	TYPE Grass	POW. 35	ACC. 100	PP 10
No special properties					

Vital Throw	TM -	TYPE Fighting	POW. 70	ACC. 100	PP 10
New! Always attacks second, next attack will always hit					

Water Gun	TM -	TYPE Water	POW. 40	ACC. 100	PP 25
No special properties					

Waterfall	HM 7	TYPE Water	POW. 80	ACC. 100	PP 15
Field: Can swim up waterfalls					

Whirlpool	HM 6	TYPE Water	POW. 15	ACC. 70	PP 15
New! Traps and attacks oppt. for 2-5 turns/Field: Clears whirlpools					

Whirlwind	TM -	TYPE Normal	POW. -	ACC. 100	PP 20
Changed Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon					

Wing Attack	TM	TYPE	POW.	ACC.	PP
	-	Flying	60	100	35
Powered Up: No special properties					

Withdraw	TM	TYPE	POW.	ACC.	PP
	-	Water	-	-	40
Raises user's Defense					

Wrap	TM	TYPE	POW.	ACC.	PP
	-	Normal	15	85	20
Changed: Traps and attacks opponent continuously for 2-5 turns					

Zap Cannon	TM	TYPE	POW.	ACC.	PP
	7	Electric	100	50	5
New!: If it hits, Paralyzes opponent					

APPENDIX B: HM'S

HM 01	BUY	
	-	Receive from Charcoal-maker's apprentice in Ilex Forest (page 30)

Cut	TYPE	POW.	ACC.	PP
	Normal	50	95	30
Regular attack/Field: Cuts small trees				

HM 02	BUY	
	-	Receive from woman by Cianwood City Gym after beating Chuck (page 50)

Fly	TYPE	POW.	ACC.	PP
	Flying	70	95	15
Attacks on 2nd turn/Field: Fly to areas you've already visited				

HM 03	BUY	
	-	Defeat the five trainers in the Ecruteak Dance Theater (page 42)

Surf	TYPE	POW.	ACC.	PP
	Water	95	100	15
Regular attack/Field: Allows you to swim on water				

HM 04	BUY	
	-	Receive from a Sailor in Olivine City (page 47)

Strength	TYPE	POW.	ACC.	PP
	Normal	80	100	15
Regular attack/Field: Allows you to push rocks				

HM 05	BUY	
	-	Receive from Master Li at top of Sprout Tower (page 23)

Flash	TYPE	POW.	ACC.	PP
	Normal	-	70	20
Reduces opponent's Accuracy/Field: Lights up caves				

HM 06	BUY	
	-	Receive from Lance after clearing Team Rocket HQ (page 59)

Whirlpool	TYPE	POW.	ACC.	PP
	Water	15	70	15
Traps and attacks oppt. for 2-5 turns/Field: Clears whirlpools				

HM 07	BUY	
	-	Find in Ice Path (page 63)

Waterfall	TYPE	POW.	ACC.	PP
	Water	80	100	15
Regular attack/Field: Can swim up waterfalls				

APPENDIX C: TM'S

TM 01	BUY -	Prize for defeating Chuck at the Cianwood Island Gym (page 50)		
Dynamic Punch	TYPE Fighting	POW. 100	ACC. 50	PP 5
Whenever it hits, Confuses opponent				

TM 02	BUY $2000	Receive from man in Ilex Forest (page 31)/Can then buy in Goldenrod City		
Headbutt	TYPE Normal	POW. 70	ACC. 100	PP 15
Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees				

TM 03	BUY -	Receive from man in Celadon City mansion at night (page 85)		
Curse	TYPE ???	POW. -	ACC. -	PP 10
If used by Ghost, cuts own HP by 1/2, hurts opponent each turn				

TM 04	BUY -	Found in Route 35 (page 38)		
Rollout	TYPE Rock	POW. 30	ACC. 90	PP 20
Attacks for 5 turns, Power increases each turn until misses				

TM 05	BUY -	Receive from man in Route 32 (page 24)		
Roar	TYPE Normal	POW. -	ACC. 100	PP 20
Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon				

TM 06	BUY -	Prize for defeating Janine at Fuchsia City Gym (page 87)		
Toxic	TYPE Poison	POW. -	ACC. 85	PP 10
Opponent is Poisoned. Poison damage increases each turn				

TM 07	BUY -	Reward for returning Machine Part to Kanto Power Plant (page 83)		
Zap Cannon	TYPE Electric	POW. 100	ACC. 50	PP 5
If it hits, Paralyzes opponent				

TM 08	BUY $1000	Receive in Route 36 (page 41)/can then buy in Goldenrod City Dept. store		
Rock Smash	TYPE Fighting	POW. 20	ACC. 100	PP 15
Added Effect: Reduces oppt.'s Defense/Field: Smash rocks				

TM 09	BUY -	Found in possession of Abra imported from Red/Blue/Yellow (page 105)		
Psych Up	TYPE Normal	POW. -	ACC. -	PP 10
Oppt.'s moves with beneficial effects also affect your Pokémon				

TM 10	BUY $3000	Receive from man in Lake of Rage (page 56)/Buy in Celadon Dept. Store		
Hidden Power	TYPE Normal	POW. -	ACC. 100	PP 15
Type and Power changes depending on Pokémon using it				

TM 11	BUY $2000	Reward in Goldenrod Radio Station (page 61)/Buy in Celadon Dept. Store		
Sunny Day	TYPE Fire	POW. -	ACC. -	PP 5
Raises Power of Fire-type attacks for 5 turns				

TM 12	BUY -	Receive from woman in Guard House as you leave Ilex Forest (page 32)		
Sweet Scent	TYPE Normal	POW. -	ACC. 100	PP 20
Reduces opponent's Evasion/Field: Attracts wild Pokémon				

TM 13	BUY -	Reward for healing Miltank in Route 39 (page 46)/Dark Cave (page 71)		
Snore	TYPE Normal	POW. 40	ACC. 100	PP 15
Added Effect: Oppt. Flinches (30% success). Use only while Asleep				

TM 14	BUY 5500 Coins	Can be purchased as a prize in Goldenrod Game Corner (page 37)		
Blizzard	TYPE Ice	POW. 120	ACC. 70	PP 5
Added Effect: Freezes opponent (10% success)				

TM 15	BUY 7500 Coins	Can be purchased as a prize in Celadon Game Corner (page 85)		
Hyper Beam	TYPE Normal	POW. 150	ACC. 90	PP 5
Can't do anything on turn after attack				

TM 16	BUY -	Prize for defeating Pryce at the Mahogany Town Gym (page 59)		
Icy Wind	TYPE Ice	POW. 55	ACC. 95	PP 15
Added Effect: Reduces opponent's Speed (10% success)				

TM 17	BUY $3000	Can be purchased at Celadon Department Store (page 85)		
Protect	TYPE Normal	POW. -	ACC. -	PP 10
Protects from any attack. If used again, success % decreases				

TM 18	BUY $2000	Found in level B1 of the Slowpoke Well (page 51)/Buy at Celadon Dept. Store		
Rain Dance	TYPE Water	POW. -	ACC. -	PP 5
Raises Power of Water-type attacks for 5 turns				

TM 19	BUY -	Prize for beating Erika at Celadon City Gym (page 85)		
Giga Drain	TYPE Grass	POW. 60	ACC. 100	PP 5
Refills HP by half of damage dealt to opponent				

TM 20	BUY -	Found in level B1 of the Burned Tower (page 51)		
Endure	TYPE Normal	POW. -	ACC. -	PP 10
User survives with 1 HP. If used again, success % decreases				

TM 21	BUY -	Receive from woman in Goldenrod Dept. Store 5F (page 35)		
Frustration	TYPE Normal	POW. -	ACC. 100	PP 20
Gains Power based on how unhappy user is				

TM 22	BUY -	Found in Route 26 (page 72)		
Solar Beam	TYPE Grass	POW. 120	ACC. 100	PP 10
2nd turn attack				

TM 23	BUY -	Prize for defeating Jasmine at the Olivine City Gym (page 51)		
Iron Tail	TYPE Steel	POW. 100	ACC. 75	PP 15
Added Effect: Reduces opponent's Defense (30% success)				

TM 24	BUY -	Prize for defeating Clair at Blackthorn City Gym (page 65)		
Dragonbreath	TYPE Dragon	POW. 60	ACC. 100	PP 20
Added Effect: Paralyzes opponent (30% success)				

TM 25	BUY 5500 Coins	Can be purchased as a prize in Goldenrod Game Corner (page 37)		
Thunder	TYPE Electric	POW. 120	ACC. 70	PP 10
Added Effect: Paralyzes opponent (30% success)				

TM 26	BUY -	Found in level 2F of Champion Road (page 74)		
Earthquake	TYPE Ground	POW. 100	ACC. 100	PP 10
No special properties				

TM 27	BUY -	Receive from woman in Goldenrod Dept. Store 5F (page 35)		
Return	TYPE Normal	POW. -	ACC. 100	PP 20
Gains Power based on how happy user is				

TM 28	BUY -	Found in National Park area (page 39)		
Dig	TYPE Ground	POW. 60	ACC. 100	PP 10
Attacks on 2nd turn/Field: Teleports from caves				

TM 29	BUY 3500 Coins	Receive in Saffron (page 78)/Prize in Celadon Game Center (page 85)		
Psychic	TYPE Psychic	POW. 90	ACC. 100	PP 10
Added Effect: Reduces opponent's Special Defense (10% success)				

TM 30	BUY -	Prize for defeating Morty at the Ecruteak City Gym (page 44)		
Shadow Ball	TYPE Ghost	POW. 80	ACC. 100	PP 5
Added Effect: Reduces oppt.'s Special Defense (20% success)				

TM 31	BUY -	Prize for defeating Falkner at Violet City Gym (page 22)		
Mud Slap	TYPE Ground	POW. 20	ACC. 100	PP 10
Added Effect: Reduces opponent's Accuracy (10% success)				

TM 32	BUY 1500 Coins	Can be purchased as a prize in Celadon Game Corner (page 85)		
Double Team	TYPE Normal	POW. -	ACC. -	PP 15
Raises user's Evasion				

TM 33	BUY $3000	Can be purchased in Goldenrod Department Store 5F (page 35)		
Ice Punch	TYPE Ice	POW. 75	ACC. 100	PP 15
Added Effect: Freezes opponent (10% success)				

TM 34	BUY -	Found on level 5 of the Olivine City Lighthouse (page 48)		
Swagger	TYPE Normal	POW. -	ACC. 90	PP 10
Confuses opponent but greatly raises opponent's Attack				

TM 35	BUY -	Found in level B2b of Goldenrod Underground (page 61)		
Sleep Talk	TYPE Normal	POW. -	ACC. -	PP 10
Randomly uses one of user's techniques when Asleep				

TM 36	BUY -	Reward from Route 43 border guard for defeating Team Rocket (page 56)		
Sludge Bomb	TYPE Poison	POW. 90	ACC. 100	PP 10
Added Effect: Poisons opponent (30% success)				

TM 37	BUY $2000	Receive from woman in Route 26 (page 72)/Buy in Celadon Dept. Store		
Sandstorm	TYPE Rock	POW. -	ACC. -	PP 10
Hurts both Pokémon each turn, except Rock, Steel, & Ground-types				

TM 38	BUY 5500 Coins	Can be purchased as a prize in Goldenrod Game Corner (page 37)		
Fire Blast	TYPE Fire	POW. 120	ACC. 85	PP 5
Added Effect: Burns opponent (10% success)				

TM 39	BUY -	Find in level B1 of the Union Cave (page 27)		
Swift	TYPE Normal	POW. 60	ACC. -	PP 20
Always hits (even during opponent's Dig, Fly, etc.)				

TM 40	BUY -	Found in level 2Fb of Mt. Mortar (page 66)		
Defense Curl	TYPE Normal	POW. -	ACC. -	PP 40
Raises user's Defense				

TM 41	BUY $3000	Can be purchased in Goldenrod Department Store 5F (page 35)		
Thunder Punch	TYPE Electric	POW. 75	ACC. 100	PP 15
Added Effect: Paralyzes opponent (10% success)				

TM 42	BUY -	Receive from man in Viridian City (page 93)		
Dream Eater	TYPE Psychic	POW. 100	ACC. 100	PP 15
Only hits Sleeping opponents. Gain HP equal to 1/2 damage dealt				

TM 43	BUY -	Found in corner north of Lake of Rage (page 57)		
Detect	TYPE Fighting	POW. -	ACC. -	PP 5
Protects from any attack. If used again, success % decreases				

TM 44	BUY -	Found in level B2b of Ice Path (page 63)		
Rest	TYPE Psychic	POW. -	ACC. -	PP 10
Recovers HP completely, user Sleeps for next two turns				

TM 45	BUY -	Prize for defeating Whitney at the Goldenrod City Gym (page 36)		
Attract	TYPE Normal	POW. -	ACC. 100	PP 10
Prevents opposite sex opponent from attacking (50% success)				

TM 46	BUY -	Found in level B1 of Team Rocket head-quarters (page 58)		
Thief	TYPE Dark	POW. 40	ACC. 100	PP 10
Added Effect: Steals any item held by wild Pokémon				

TM 47	BUY -	Found in Rock Tunnel (page 81)/Get from woman in Route 28 (page 96)		
Steel Wing	TYPE Steel	POW. 70	ACC. 90	PP 25
Added Effect: Raises user's Defense (10% success)				

TM 48	BUY $3000	Can be purchased in Goldenrod Department Store 5F (page 35)		
Fire Punch	TYPE Fire	POW. 75	ACC. 100	PP 15
Added Effect: Burns opponent (10% success)				

TM 49	BUY -	Prize for defeating Bugsy in Azalea Town Gym (page 29)		
Fury Cutter	TYPE Bug	POW. 10	ACC. 95	PP 20
If used consecutively, Power doubles each turn until misses				

TM 50	BUY -	Deliver the Goldenrod border guard's Spearow to Route 31 (page 37)		
Nightmare	TYPE Ghost	POW. -	ACC. 100	PP 15
Use only while opponent sleeps. Deals damage every turn				

Gold/Silver Calendar of Events

Event Occurs | Event Does Not Occur

	Sun.	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.
Bug-Catching Contest held in National Park			■		■		■
Elder Brother is at Goldenrod Tunnel Pokémon Salon			■		■		■
Younger Brother is at Goldenrod Tunnel Pokémon Salon	■			■		■	
Goldenrod Tunnel Pharmacy is Open	■						■
Goldenrod Tunnel Trinket Shop is Open (morning only)		■					
Lapras appears in Union Cave						■	
Clefary dance at Mt. Moon (evening only)		■					
Pokémon Music Radio Station plays Pokémon Lullaby		■		■		■	
Pokémon Music Radio Station plays Pokémon March	■		■		■		■
Lucky Number Radio Program picks new number						■	
Once-a-Week Sibling: Sunny appears on Route 37	■						
Once-a-Week Sibling: Monica appears on Route 40		■					
Once-a-Week Sibling: Tuscany appears on Route 29			■				
Once-a-Week Sibling: Wesley appears at Lake of Rage				■			
Once-a-Week Sibling: Arthur appears on Route 36					■		
Once-a-Week Sibling: Frieda appears on Route 32						■	
Once-a-Week Sibling: Santos appears in Blackthorn							■
S.S. Aqua departs from Olivine to Vermilion		■				■	
S.S. Aqua departs from Vermilion to Olivine	■			■			
Rival appears in Dragon's Den (after defeat at Mt. Moon)			■		■		
Rival appears in Indigo Plateau (after defeat at Mt. Moon)		■		■			

Combat Type Chart

The key to a quick victory in any battle, whether against a computer opponent or one of your friends, is to use the right Pokémon type against your competitor. Refer to this chart frequently! Knowing how the types interact is the key to becoming a master Pokémon trainer.

	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Pyshcic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal													Weak	Can't Hit			Weak
Fire		Weak	Weak		Strong	Strong						Strong	Weak		Weak		Strong
Water		Strong	Weak		Weak				Strong				Strong		Weak		
Electric			Strong	Weak	Weak				Can't Hit	Strong					Weak		
Grass		Weak	Strong		Weak			Weak	Strong	Weak		Weak	Strong		Weak		Weak
Ice		Weak	Weak		Strong	Weak			Strong	Strong					Strong		Weak
Fighting	Strong					Strong		Weak		Weak	Weak	Weak	Strong	Can't Hit		Strong	Strong
Poison					Strong			Weak	Weak				Weak	Weak			Can't Hit
Ground		Strong		Strong	Weak			Strong		Can't Hit		Weak	Strong				Strong
Flying				Weak	Strong		Strong					Strong	Weak				Weak
Psychic							Strong	Strong			Weak					Can't Hit	Weak
Bug		Weak			Strong		Weak	Weak		Weak	Strong			Weak		Strong	Weak
Rock		Strong				Strong	Weak		Weak	Strong		Strong					Weak
Ghost	Can't Hit										Strong			Strong		Weak	Weak
Dragon															Strong		Weak
Dark							Weak				Strong			Strong		Weak	Weak
Steel		Weak	Weak	Weak		Strong							Strong				Weak

Attacking Type

Damage Modifiers:

Strong	x 2 (Double damage)	Critical Hit	x 2 (Double damage)
Weak	x 0.5 (Half damage)	Skill is same type as user*	x 1.5 (Plus 50% damage)
Can't Hit	x 0 (No damage)		

*If a Pokémon has two types, attacks get a 25% (x 1.25) bonus. Normal attacks do not get a same-type bonus.

Detailed Maps and Walk-through!

Our complete walk-through features maps of every game area, from start to finish! Every item and trainer is listed, every Gym is extensively covered, and every secret is described in-depth!

Full Rosters for Every Trainer

Only Versus Books lists the rosters of virtually every trainer you'll face in Gold and Silver. Now you'll know how to prepare for difficult battles, and how to avoid the ones you just can't win.

1 Ian ₽192	
Mankey	Level 10
Diglett	Level 12

2 Samuel ₽128	
Rattata	Level 07
Sandshrew	Level 10
Spearow	Level 08
Spearow	Level 08

3 Gina ₽240	
Hoppip	Level 09
Hoppip	Level 09
Bulbasaur	Level 12

4 Peter ₽192	
Pidgey	Level 09
Pidgey	Level 09
Spearow	Level 12

Exact Appearance Ratios for Every Game Area!

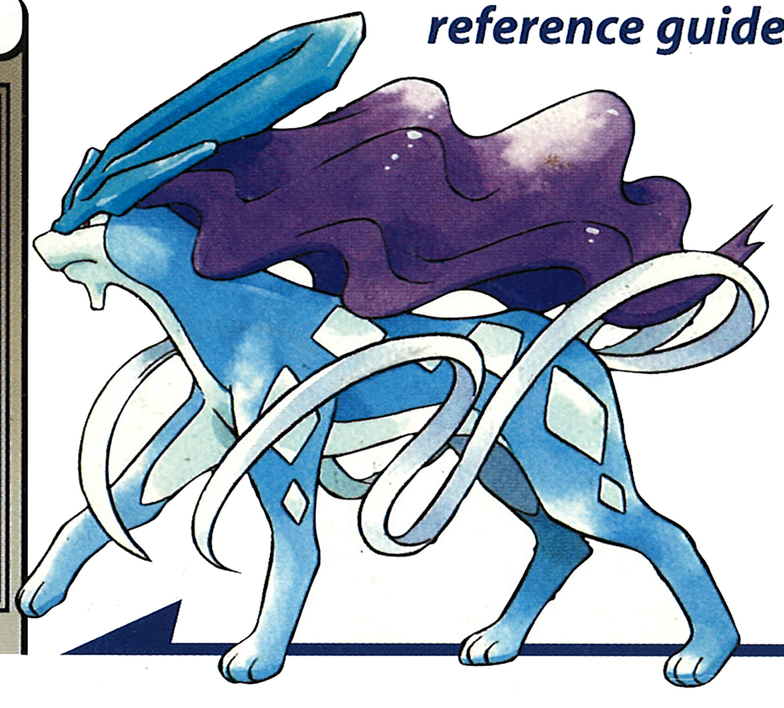
Know at a glance which Pokémon appear in each area, in which versions, and at what times of day. Get the exact odds of running into the Pokémon that you need to catch.

Route 42 (Gold Version)	Morning	Day	Night
Hoothoot	-	-	40%

Route 42 (Gold Version)	Morning	Day	Night
Spearow	35%	25%	-
Mankey	25%	25%	25%
Mareep	25%	35%	25%
Flaaffy	15%	15%	15%
Zubat	-	-	35%

Complete Pokédex with all skills, HM, and TM!

Complete Pokédex featuring detailed stats and ALL locations for every Pokémon; old and new alike. ALL the skills, HMs, and TMs at your fingertips - in one easy to reference guide!



How Can I Catch Raikou, Suicune, and Entei?

Catching Raikou, Entei, and Suicune can be a grueling ordeal. But once you've spotted each member of this trio of wandering Legendary Pokémon, there's a definite science to making them yours.

Where Can I Find Them?

How Can I Get Both New Eevee Evolutions?

There are two new evolutions for Eevee in Gold and Silver: Espeon and Umbreon. Both evolve based on mood, so you'll need to pamper your Eevee for a long time to get either (see page 11). When your Eevee is in the best mood possible, it will evolve the

Espeon

There's no Mewtwo in Gold/Silver, but Espeon is the next best thing. It has good HP, Speed, and a phe-

Complete PokeDex showing every character...

Totodile #158

TYPE 1	TYPE 2
Water	-

HP	220
ATTACK	150
DEFEND	150
SP. ATK	110
SP. DEF	120
SPEED	100

Evolution: Totodile (at level 0) → Croconaw (at level 18) → Feraligatr (at level 30)

Select at the beginning of the game.

LEVEL	Move	PWR	ACC	PP
start	Scratch (Normal · No special properties)	40	100	35
start	Leer (Normal · Reduces opponent's Defense)	-	100	30
7	Rage (Normal · Power grows as oppt. is damaged)	20	100	20
13	Water Gun (Water · No special properties)	40	100	25
20	Bite (Dark · Opponent Flinches (30% chance))	60	100	25
27	Scary Face (Normal · Greatly reduces oppt's Speed)	-	90	10
35	Slash (Normal · No special properties)	70	100	20
43	Screech (Normal · Greatly reduces oppt's Defense)	-	85	40
52	Hydro Pump (Water · No special properties)	120	80	5

01	Dynamic Punch		
02	Headbutt	31	Mud Slap
03	Curse	32	Double Team
		33	Ice Punch
		34	Swagger
06	Toxic	35	Sleep Talk
10	Hidden Power		
13	Snore		
14	Blizzard	43	Detect
		44	Rest
16	Icy Wind	45	Attract
17	Protect		
18	Rain Dance		
20	Endure		
21	Frustration		
23	Iron Tail	01	Cut
		03	Surf
27	Return		
28	Dig	06	Whirlpool

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